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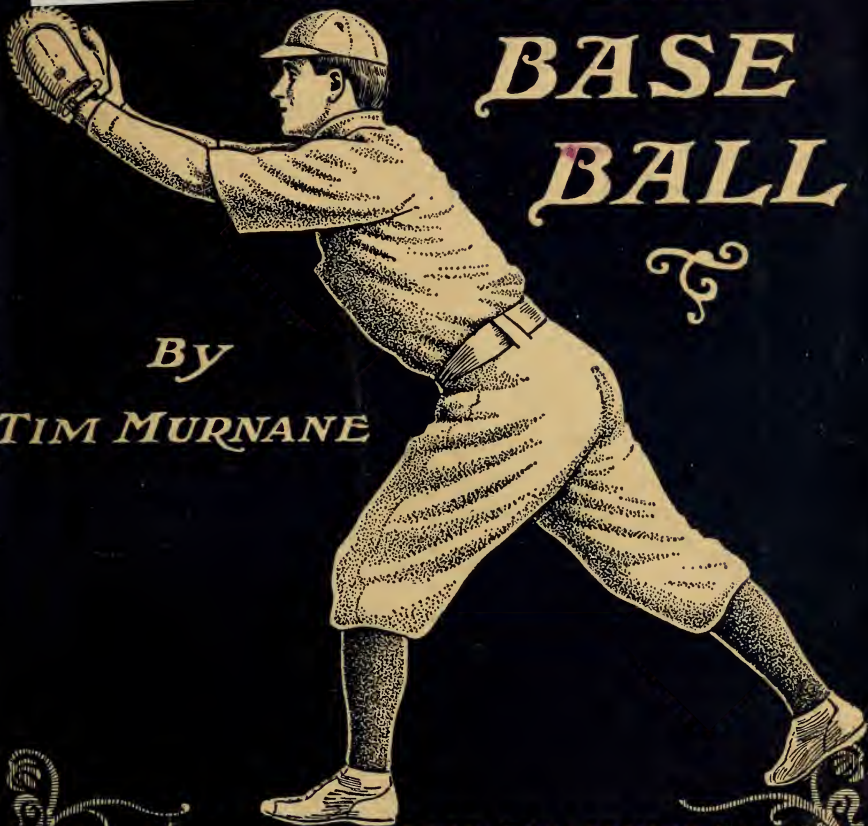
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HOW TO PLAY

BASE BALL

By

TIM MURNANE



AMERICAN SPORTS PUBLISHING CO.
21 Warren Street, New York



GRAND PRIZE
ST. LOUIS, 1904



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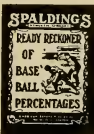


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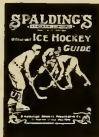
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of the Amateur Athletic Union. The only annual publication now issued that contains a complete list of amateur best-on-records; complete intercollegiate records; complete English records from 1866; swimming records; interscholastic records; Irish, Scotch, Continental, South African and Australasian records; important athletic events and numerous photos of individual athletes and leading athletic teams. Price 10 cents.

No. 27—College Athletics.

M. C. Murphy, the well-known athletic trainer, now with Pennsylvania, the author of this book, has written it especially for the school-boy and college man, but it is invaluable for the athlete who wishes to excel in any branch of athletic sport. The subjects comprise the following articles: Training, starting, sprinting; how to train for the quarter, half, mile and longer distances; walking; high and broad jumping; hurdling; pole vaulting; throwing the hammer. It is profusely illustrated with pictures of leading athletes. Price 10 cents.



No. 182—All-Around Athletics.



Gives in full the method of scoring the All-Around Championship, giving percentage tables showing what each man receives for each performance in each of the ten events. It contains as well instructive articles on how

to train for the All-Around Championship. Illustrated with many pictures of champions in action and scores at all-around meets. Price 10 cents.

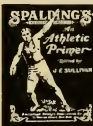
No. 156—Athlete's Guide.

How to become an athlete. It contains full instructions for the beginner, telling how to sprint, hurdle, jump and throw weights, general hints on training; in fact, this book is one of the most complete on the subject that has ever appeared. Special chapters contain valuable advice to beginners and important A. A. U. rules and their explanations, while the pictures comprise many scenes of champions in action. Price 10 cents.



No. 87—Athletic Primer.

Edited by James E. Sullivan, President of the Amateur Athletic Union. Tells how to organize an athletic club, how to conduct an athletic meeting, and gives rules for the government of athletic meetings; contents also include directions for building a track and laying out athletic grounds, and a very instructive article on training; fully illustrated with pictures of leading athletes. Price 10 cents.



No. 273—The Olympic Games at Athens, 1906.

A complete account of the Olympic Games of 1906, at Athens, the greatest International Athletic Contest ever held. Containing a short history of the games, story of the American team's trip and their reception at Athens, complete list of starters in every event; winners, their times and distances; the Stadium; list of winners in previous Olympic Games at Athens, Paris and St. Louis, and a great deal of other interesting information. Compiled by J. E. Sullivan, Special Commissioner from the United States to the Olympic Games. Price 10 cts.



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A complete and detailed account of how to train for the short distances. Every athlete who aspires to be a sprinter can study this book to advantage and gain useful knowledge. Price 10 cents.



SPALDING ATHLETIC LIBRARY

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ATHLETIC AUXILIARIES.

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Compiled by J. E. Sullivan, Chief Department Physical Culture, Louisiana Purchase Exposition, and Director Olympic Games, 1904. Contains a complete report of the Olympic Games of 1904, with list of records and pictures of hundreds of athletes; also reports of the games of 1896 and 1900. Price 10 cents.



SPALDING ATHLETIC LIBRARY

No. 292—Official Intercollegiate A.A.A.A. Handbook.



Contains constitution, by-laws, laws of athletics and rules to govern the awarding of the championship cup of the Intercollegiate Athletic Association of Amateur Athletes of America, the governing body in college athletics. Contains official intercollegiate records from 1876 to date, with the winner's name and time in each event, list of points won by each college, and list of officers of the association from 1889. Price 10 cents.

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Edited by G. T. Hepbron, the well-known athletic authority. It contains the official rules governing all sports under the jurisdiction of the Y.M.C.A., a complete report of the physical directors' conference, official Y.M.C.A. scoring tables, pentathlon rules, many pictures of the leading Y.M.C.A. athletes of the country; official Y.M.C.A. athletic rules, constitution and by-laws of the Athletic League of Y.M.C.A., all-around indoor test, volleyball rules; illustrated. Price 10 cents.



No. 281—Official Handbook of the Public Schools Athletic League.

This is the official handbook of the Public Schools Athletic League, which embraces all the public schools of Greater New York. It contains the official rules that govern all the contests of the league, and constitution, by-laws and officers. Edited by Dr. Luther Halsey Gulick, superintendent of physical education in the New York public schools. Illustrated. Price 10 cents.



No. 274—Intercollegiate Cross Country Handbook.

Contains constitution and by-laws, list of officers, and records of the association. Price 10 cents.



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By J. H. Sterrett, a leading American swimming authority. The instructions will interest the expert as well as the novice; the illustrations were made from photographs especially posed, showing the swimmer in clear water; a valuable feature is the series of "land drill" exercises for the beginner, which is illustrated by many drawings. The contents comprise: A plea for education in swimming; swimming as an exercise and for development; land drill exercises; plain swimming; best methods of learning; the breast stroke, etc. etc. Price 10 cents.

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By Champion C. M. Daniels of the New York Athletic Club team, holder of numerous American records, and the best swimmer in America qualified to write on the subject. Any boy should be able to increase his speed in the water after reading Champion Daniels' instructions on the subject. Price 10 cents.



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Without question the most complete and up-to-date book on wrestling that has ever been printed. Edited by F. R. Toombs, and devoted principally to special poses and illustrations by George Hackenschmidt, the "Russian Lion." Price 10 cents.

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By Prof. Henry Walter Worth, who was for years physical director of the Armour Institute of Technology. Any boy, by reading this book and following the instructions, can become proficient. Price 10 cents.



No. 289—Tumbling for Amateurs.



This book was specially compiled for the use of amateurs by Dr. James T. Gwathmey, director of the Vanderbilt University Gymnasium, Nashville, Tenn. Every variety of the pastime is explained by text and pictures, the latter forming a very important feature of the book, over 100 different positions being shown. Price 10 cts.

SPALDING ATHLETIC LIBRARY

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No. 166—How to Swing Indian Clubs.



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This book is not a technical treatise, but a series of plain and practical exercises with the medicine ball, suitable for boys and girls, business and professional men, in and out of gymnasium. Lengthy explanation and technical nomenclature have been avoided and illustrations used instead. The exercises are fascinating and attractive, and avoid any semblance of drudgery. Edited by W. J. Cromie, physical director Germantown (Pa.) Y.M.C.A. Price 10 cents.

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A complete description of this famous Japanese system of self-defence. Each move thoroughly explained and illustrated with numerous full-page pictures of Messrs. A. Minami and K. Koyama, two of the most famous exponents of the art of Jiu Jitsu, who posed especially for this book. Be sure and ask for the Spalding Athletic Library book on Jiu Jitsu. Price 10 cents.

Group XV. Gymnastics

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By G. M. Martin, Physical Director of the Y. M. C. A. of Youngstown, Ohio. It is a book that should be in the hands of every physical director of the Y. M. C. A., school, club, college, etc. Price 10 cents.



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By Albert B. Wegener, Physical Director Y. M. C. A., Rochester, N. Y. Ever since graded apparatus work has been used in gymnastics, the necessity of having a mass drill that would harmonize with it has been felt. For years it has been the established custom in most gymnasiums of memorizing a set drill, never varied from one year's end to the other. Consequently the beginner was given the same kind and amount as the older member. With a view to giving uniformity the present treatise is attempted. Price 10 cents.

No. 254—Barnjum Bar Bell Drill.

Edited by Dr. R. Tait McKenzie, Director Physical Training, University of Pennsylvania. Profusely illustrated. Price 10 cents.



No. 158—Indoor and Outdoor Gymnastic Games.



Without question one of the best books of its kind ever published. Compiled by Prof. A. M. Chesley, the well-known Y. M. C. A. physical director. It is a book that will prove valuable to indoor and outdoor gymnasiums, schools, outings and gatherings where there are a number to be amused. The games described comprise a list of 120, divided into several groups. Price 10 cents.

No. 124—How to Become a Gymnast.

By Robert Stoll, of the New York A. C., the American champion on the flying rings from 1885 to 1892. Any boy who frequents a gymnasium can easily follow the illustrations and instructions in this book and with a little practice become proficient on the horizontal and parallel bars, the trapeze or the "horse." Price 10 cents.



No. 287—Fancy Dumb Bell and Marching Drills.

By W. J. Cromie, Physical Director Germantown (Pa.) Y. M. C. A. The author says: All concede that games and recreative exercises during the adolescent period are preferable to set drills and monotonous movements. If we can introduce this game-and-play element in our gymnastic exercises, then dumb bells will cease to be the boy's nightmare, and he will look forward with expectancy to mass work as much as he formerly did to "shooting a goal." These drills, while designed primarily for boys, can be used successfully with girls and men and women. Profusely illustrated. Price 10 cents.



Group XVI. Physical Culture

No. 161—Ten Minutes' Exercise for Busy Men.



By Dr. Luther Halsey Culick, Director of Physical Training in the New York public schools. Anyone who is looking for a concise and complete course of physical education at home would do well to procure a copy of this book. Ten minutes' work as directed in exercise anyone can follow. It already has had a large sale and has been highly recommended by all who have followed its instructions. Price 10 cts.

No. 208—Physical Education and Hygiene.

This is the fifth of the Physical Training series, by Prof. E. B. Warman (see Nos. 142, 149, 166, 185, 213, 261, 290). A glance at the contents will show the variety of subjects: Chapter I—Basic principles; longevity. Chapter II—Hints on eating; food values; the uses of salt. Chapter III—Medicinal value of certain foods. Chapter IV—The efficacy of sugar; sugar, food for muscular work; eating for strength and endurance; fish as brain food; food for the children. Chapter V—Digestibility; bread; appendicitis due to flour, etc., etc. Price 10 cents.



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A book that all who value health should read and follow its instructions. By Prof. E. B. Warman, the well-known lecturer and authority on physical culture. Price 10 cents.

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By Prof. E. B. Warman, the well-known physical culture expert. Is a complete, thorough and practical book where the whole man is considered—brain and body. Price 10 cents.



No. 185—Health Hints.



By Prof. E. B. Warman, the well-known lecturer and authority on physical culture. Prof. Warman treats very interestingly of health influenced by insulation; health influenced by underwear; health influenced by color; exercise. Price 10 cents.

No. 213—285 Health Answers.

By Prof. E. B. Warman.

Contents: Necessity for exercise in the summer; three rules for bicycling; when going uphill; sitting out on summer nights; ventilating a bedroom; ventilating a house; how to obtain pure air; bathing; salt water baths at home; a substitute for ice water; to cure insomnia; etc., etc. Price 10 cents.



No. 238—Muscle Building.



By Dr. L. H. Gulick, Director of Physical Training in the New York public schools. A complete treatise on the correct method of acquiring strength. Illustrated. Price 10 cents.

No. 234—School Tactics and Maze Running.

A series of drills for the use of schools. Edited by Dr. Luther Halsey Gulick, Director of Physical Training in the New York public schools. Price 10 cents.



No. 261—Tensing Exercises.



By Prof. E. B. Warman, and uniform with his other publications on Scientific Physical Training (see Spalding's Athletic Library Nos. 142, 149, 166, 185, 208, 213, 290). The "Tensing" or "Resisting" system of muscular exercises is the most thorough, the most complete, the most satisfactory, and the most fascinating of systems. Price 10 cts.

No. 285—Health; by Muscular Gymnastics.

With hints on Right Living. By W. J. Cromie, Physical Director Germantown (Pa.) Y.M.C.A. The author says: "Seeing the great need for exercise among the masses and knowing that most books on the subject are too expensive or too difficult to comprehend, the author felt it his privilege to write one which is simple and the price of which is within the reach of all. If one will practise the exercises and observe the hints therein contained, he will be amply repaid for so doing." Price 10 cents.



No. 288—Indigestion Treated by Gymnastics



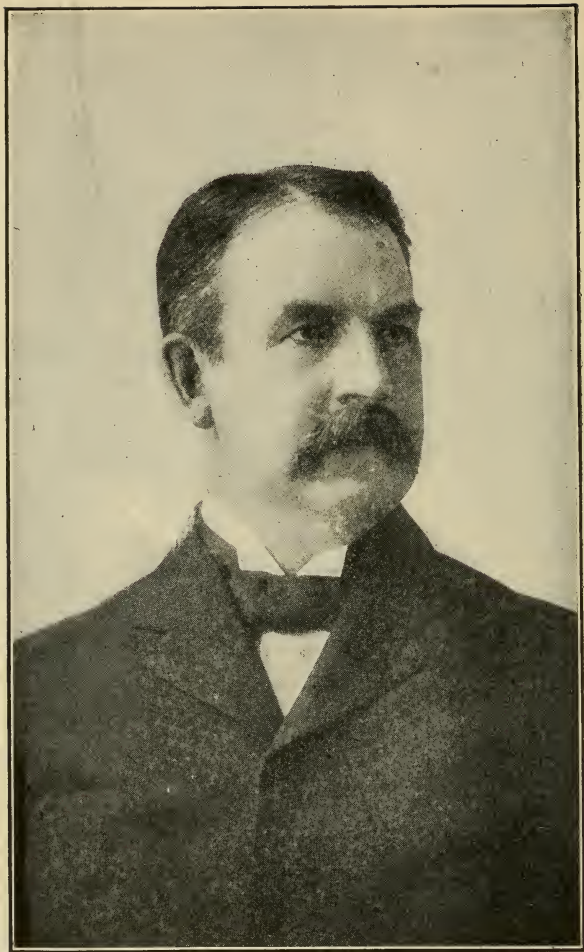
By W. J. Cromie, Physical Director Germantown (Pa.) Y.M.C.A. This book deals with the causes, symptoms and treatment of constipation and indigestion. It embraces diet, water cure, mental culture, massage and

photographic illustrations of exercises which tend to cure the above diseases. If the hints therein contained are observed and the exercises faithfully performed, most forms of the above diseases will be helped, Price 10 cents.

No. 290—Get Well; Keep Well.

This is a series of chapters by Prof. E. B. Warman, the author of a number of books in the Spalding Athletic Library on physical training. The subjects are all written in a clear and convincing style. Price 10 cents.





A. G. SPALDING.

SPALDING'S ATHLETIC LIBRARY
GROUP I., No. 202

HOW TO PLAY BASE BALL

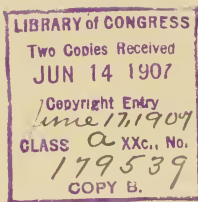
NEW EDITION

WRITTEN BY
TIM MURNANE

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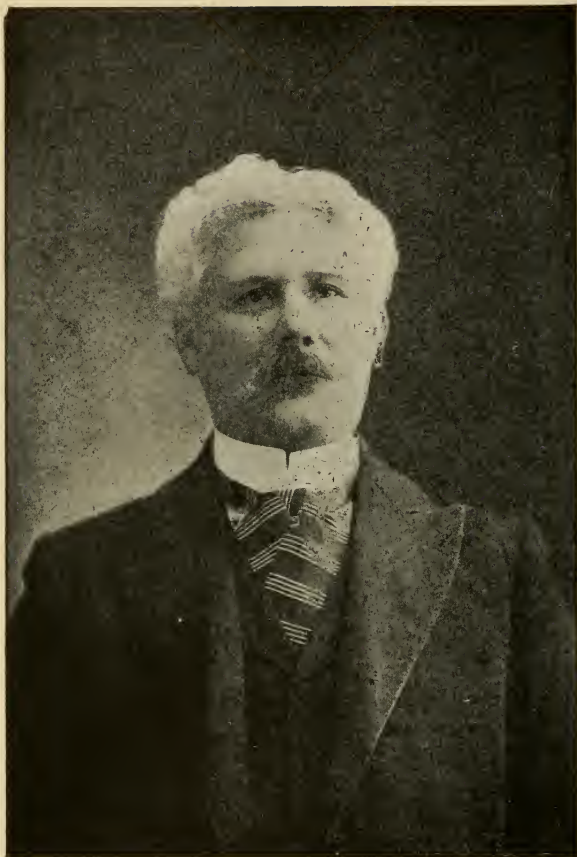


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T. H. MURNANE,

The editor of this book, was a famous old-time ball player, and is now one of the leading authorities on the game; is sporting editor of the Boston "Globe," President of the New England League, and member of the Board of Arbitration of the National Association of Professional Base Ball Leagues.

PREFACE

Twelve years an active player, and for the last nineteen years a reporter of major league games for the daily press, should place one in a position to tell the real from the counterfeit in Base Ball.

I claim no man is in a position to compare the present with the past if he has not witnessed the games of ten and twenty years ago, at a time when the great developers of the game were in their prime, and when the real genius was prominent.

I will endeavor to show how the game should be played to gain the greatest success for the club, and not the individual, for a team of stars would not be successful in a season's campaign against an inferior team, pulling together and handled intelligently.

By carefully noting the playing of the major league stars and winning combinations I have learned valuable lessons during the past season, for there are ever some new combinations being developed on the ball field.

Beside carefully noting the points I thought might be valuable for this little work, I have quoted the best I could find from the experience of some great players. All aimed to give the reader a thorough knowledge of the playing of the game from winning angles.

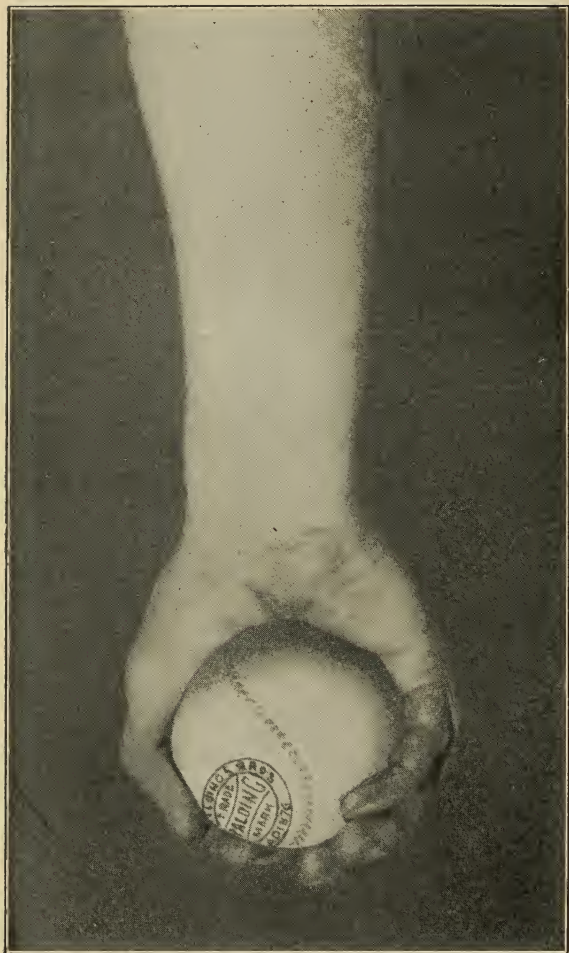
I have taken special pains to note the work of the successful pitchers, the clever batsmen, the run getters and the work of superior infielders.

One chapter is devoted to the disturbing element of the game and is just as important as any other for a team trying to gain a high position in the race.

The descriptions of the plays have been given in an off-hand manner, as the ball player as well as the fan seldom enjoys Base Ball screeds or stories dished up in pure English, without the trimmings. I fully believe this book will prove more interesting to my readers than even the previous number.

All that I claim for this little book is originality.

T. H. M.



ARM FULLY DRAWN BACK TO PITCH THE "SPIT BALL," SHOWING THE POSITION BEFORE IT IS BROUGHT FORWARD.

INTRODUCTION

The fundamental principles of Base Ball are as follows :

FIRST.

The selection of players for nine different positions.

SECOND.

Individual and team training.

THIRD.

Perfect harmony and physical condition.

FOURTH.

A thorough study of your opponents' style of play.

FIFTH.

Adapting old plays and developing new ones.

SIXTH.

A keen sense as to when to take long chances.

SEVENTH.

Playing the game until the last man is out.

EIGHTH.

Placing authority with capable leaders.

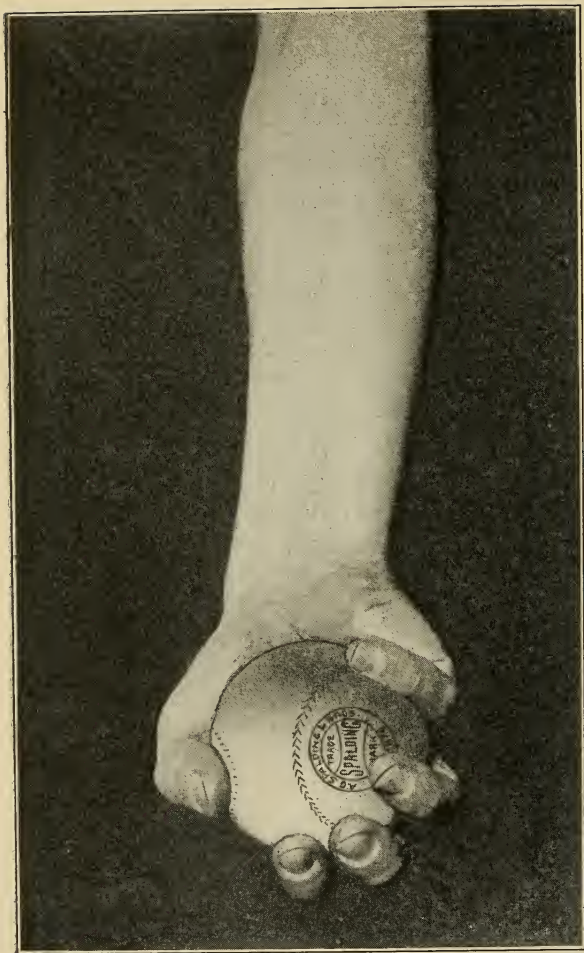
NINTH.

Showing proper courtesy to opponents and officials.

TENTH.

With heart and head in the work and a disposition to practice vigorously.

In selecting the different candidates for the nine positions of a ball team I would pick a catcher with good range, an accurate thrower from any position, a cool-headed man, who would note every move on the field, and one who would work well with his pitchers. It requires a heady man behind the bat, as the catcher is the one who must steer the game. Right-hand throwers are necessary and men who can stand hard work preferred.



HAND JUST BEFORE THE "SPIT BALL" IS FREED, THE BALL SLIPPING OVER THE ENDS OF THE FINGERS.

For pitchers I would pick out men who could field their position well and the next requirement would be control of the ball. Pitchers come in all sizes. Therefore the only extra work would be in covering ground around the front yard and the speed to get to first base. Pitchers must be more than automatons to hold their own in fast company at the present time.

I would pick a tall, rangy player for first base, a man who had a natural gift for taking pickups; a left-hand thrower would be my choice, as they are in a position to throw to the other bases after picking up a grounder.

I would pick a medium-sized, well-built player for second base.

For third base I would select a medium-sized player with a good range and a strong arm, who could throw from any position, both over and underhand.

For shortstop I would have a medium-sized man who could get over ground quickly and, being close to the turf, would be more perfect on ground balls than a larger player.

In the outfield I would pick out all left-hand hitters and right-hand throwers; men who were fast runners preferred.

Individual training should consist of batting practice, bunting to third and first, with both right and left-hand pitchers in the box; place hitting and cutting away for a long drive. Each player would practice base-running, and endeavor to evade being touched out when near a base.

In running to first base on a long drive to the outfield each player should turn first base on the run, heading for second base, and return when it was evident the ball was intercepted by the fielder. If fumbled, the runner would keep on to second. If the ball was thrown to first, move to second instead of trying to get back to first, as the ball would have to be handled perfectly to get the runner once out of four times.

For field practice I would hit grounders to the outfielders at short range, as well as practice on long flies; in fact, most outfielders practice too little on ground balls, waiting to have the ball come to them, when the proper play is to come in and meet the grounder, keeping the ball well in front, and taking chances by trapping the ball before it rises for a sneak bound.

The aggressive team always wins in Base Ball, just as the best batsmen step into the ball when pitched, while the weak batsmen pull away.

College men are far ahead of professionals in sizing up their opponents. They go as far as keeping a record of each batsman, and each player is coached in the style of ball and to what field each opponent is likely to hit and the pitcher is supposed to work his man according to the information furnished by some expert, who has followed the other fellow for several games.



Mathewson's Slow Ball—The ball is held lightly with the forefingers and thumb, and no twist is given it. It sails up to the plate as dead as a brick, and, when mixed in with a speedy straight or in-ball, causes the batter to often strike at it before it reaches him. It is a "teaser" for the third strike.

The development of team playing takes continual practice and a natural leader; then it is up to the skill and heart of the players.

High class players figure out the percentage of chances from experience. Where the hitting is light the base-runners must take long chances; where the score is close they must also take long chances. When in the lead it pays to be conservative, but when making an up-hill fight long chances should be taken with the batting, and base-running must be played for a certainty. The catcher must be a judge of when a base-runner will take a chance, and then work with his pitcher. The pitcher must call the turn when a batsman intends to bunt-hit for the base-runner as well as when laying for a long drive. The first-baseman should call the turn on the batsman, to be in shape to make a play to the other bases. The shortstop and second-baseman should size up the batsman and runner when out for the hit-and-run game and be careful not to leave an opening. The great men of these positions never move until sure the ball will not be hit at when they start for the base and who are capable of taking a sharp throw from the catcher under a full headway. In this style of work all catchers must be well trained to throw dead over second between knee high and the shoulder to get a fast man.

Third base is the most difficult position on a ball field at the present time, as one must be in for the bunts and back for the hard drives. The third-baseman should take every grounder that he can get his hands on and must be equally sure with either hand, as the wide grounders to his left must be picked up on the run with one hand as well as the slow bunts that must be thrown with the same hand that picked them up.

I would always insist on perfect harmony, and where it was evident that a player failed to fit in nicely with his fellow players I would make a change even were I forced to take a weaker but more pliable man. I would keep a close watch on the players and note their physical condition daily, and when out of condition would not insist on their working, preferring to save the good men for another time when they would have more heart for their work and inspire the other players.

I would engage a club physician that would make a thorough examination of each man at least monthly and give the management an honest report. Ball players must be in fine condition to go through a season and do their best work. Players who would refuse to keep in shape would be marked for the exchange list at once, as harmony and condition are absolutely necessary to keep to the front.

It should be the duty of the captain and manager of a team



Mathewson's Drop Curve—His most effective ball, and he has wonderful control of it. In fact, he makes it "talk." The two forefingers and the thumb give the rotary motion necessary for the curve, while a downward swing and quick snap of the wrist give it the quick dropping kink.

to study the work of each opponent, and then talk the matter over with the other members of the team, mapping out a line of defence and also a line of attack, after discovering the weakness of the other teams.

The plans should be concealed as much as possible, but so thoroughly understood and practiced that there will be no bungling.

The aggressive end of the game must start with the pitcher and continue with the base-running and batting. The defence in Base Ball is in placing your men in a position to face the batted balls and in throwing.

In developing plays for a team the standard moves cannot be passed up and must be perfected before undertaking new ones. New combination plays are scarce; in fact, years often go by without a new one being introduced; still, the old plays, varied, will make considerable difference. A bunting team can be stopped by bringing the third-baseman up, thereby forcing the batsmen to hit out; in this case the shortstop is forced to come around well towards third, playing a deep field to get the hard drives that would pass a third-baseman playing close in to stop bunting. In studying your opponent it is often necessary to make a move to draw him out and then change on the next play.

The shortstop should make a point of covering third when the third-baseman goes in for a ground ball. The second-baseman should make a point of covering first base when the first-baseman goes in for a slow grounder, as the pitcher will very often interfere and fail to cover the base, as he would on a fast grounder blocked by the first-baseman. Covering first and third base by the second-baseman and shortstop has grown to be a very important factor in the winning of games.

No play requires any more instinctive action than throwing to second by the third-baseman when looking for a force-out and often a double play. Sharp, but with medium speed, so the ball can be handled for a second throw. It has been the remarkable accuracy in this style of throwing that has made certain third-basemen extremely valuable to their teams. Collins, Bradley, Leach, Devlin, Lave Cross, Coughlin, Brain and Tannehill, in particular, of the present players, and Denney, Mulvey, Nash, Sutton, Whitney, McGraw, Burns and Ferguson of the retired stars, adding much to the development of the game by their all-round marvelous throwing.

Outfielders should work together as if pulled by one string and receive a tip on just how the ball is to be delivered to the batsman. A strong outfield can make is very unpleasant for the heavy hitters. Less than ten per cent. of the players are place hitters and really know where the ball may go when they slug



Mathewson's High In-Ball—This is a most wicked delivery—the whisker trimmer. The thumb touches the ball very lightly and the forefingers grasp it firmly. This delivery is used mostly to drive the batter away from the plate so as to make the curve more effective. It is a dangerous ball to stand up against.

and meet the ball. The other ninety per cent. will hit to either the right or left field, eight out of ten times, and their hits anticipated. The left-hand batsmen are the easiest to play for, as they usually drive short liners to left, and swing for long drives to right field, seldom meeting the ball for a long hit to center field.

Where one run might win a game, with a runner at second, it pays to bring the outfield in close, to make a sure out at the plate should the batsman hit a grounder to the outfield; all balls thrown to the home plate from the outfield should come in on a bound, two sharp bounds usually proving the surest way to get a runner, as the catcher can block his man as well as handle the ball.

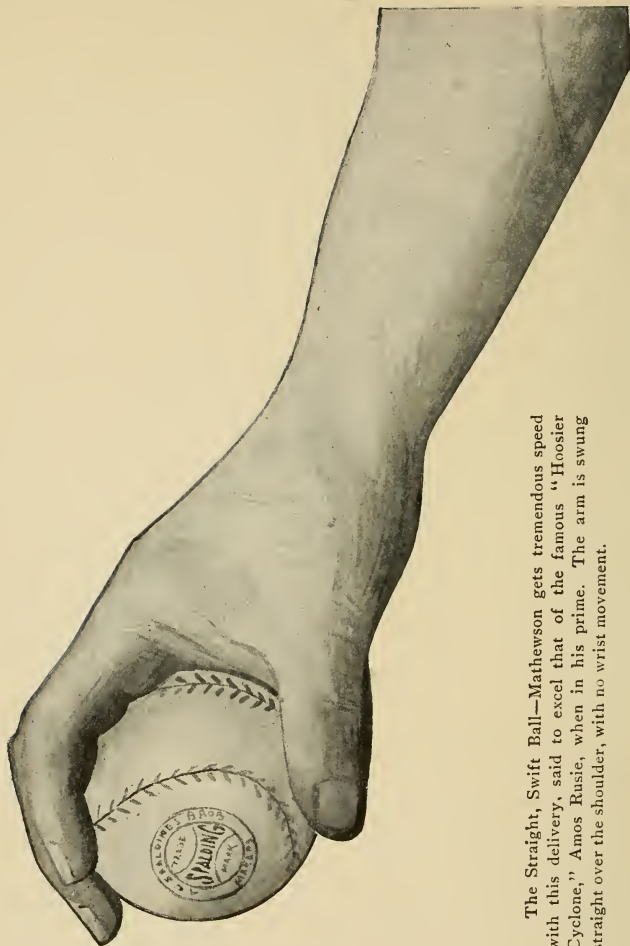
The difference between great ball teams and ordinary ones is the difference between quick thinking and stereotyped ball playing, or an actual negative condition when called on for brilliant work.

Many players work on the feeling of opponents and often manage to attract their attention away from the work in hand. This is not good Base Ball and sooner or later will act like a boomerang on the man who drops low enough to use these methods to win ball games. Nagging the umpire is a losing game, and the player who treats the official with the most consideration is sure to get at least all that is coming to him in the long run and especially on the road.

Some managers will work to worry the official in hopes that he will weaken and rather than be made a target, give the kicker a shade the best of it. The umpire, however, who will permit this line of attack is not fit for a berth in any Base Ball league.

I have seen many games pulled out after two men were down in the ninth, and the best advice one could heed is, *never quit until the last man is out*. A team with a reputation for playing to the close will always worry their opponents, while the team looked on as "quitters" will go down by the sure line. When behind, keep working hard with the hope that luck will overtake you and your opportunity come before the day is over. The winning ball player must be a man of wholesale courage and saturated with the spirit of victory, even after many defeats.

Luck plays a very important part in the game and it is almost impossible to be successful unless the cards break just a little better than even for you. There is not a team game known to man, where luck plays as many pranks as in Base Ball. The fierce drive may go into a fielder's mitt, while the scratch hit will drop safe just over the heads of the infielder. In Base Ball you can force your luck by taking long chances and making



The Straight, Swift Ball—Mathewson gets tremendous speed with this delivery, said to excel that of the famous "Hoosier Cyclone," Amos Rusie, when in his prime. The arm is swung straight over the shoulder, with no wrist movement.

unlooked-for plays. The reputation of the players should never disconcert you, for good team work will discount a team of star players.

Absolute authority should be placed in one person by the owners of a ball team and this person should be allowed to work out his own campaign from start to finish, for he might have a poor lot of players and be held responsible, when he would have made a success of proper talent. The leader of a ball team must be in close touch with his men, who must have their utmost confidence. The players must feel that their leader knows his little book and he must be a man of kind heart, but game to the core. The leader is everything in the game, and no team has an earthly chance without a natural born leader.

The best of players often make weak leaders, as they fail to hold the admiration of the players. The leader of a ball team cannot afford to show that he must depend on others, but, after listening to all advice given, must select his own course, holding every player down to the rank of a private, for all must slide and soil their uniforms if they expect to win ball games.

The field leader can often listen to good advice from some retired Base Ball man, or even fans will see faults in a ball team. A good listener counts for much, and Frank G. Selee, the very best listener the game has turned out, was the gainer, for he took mental notes and turned to advantage liberal suggestions.

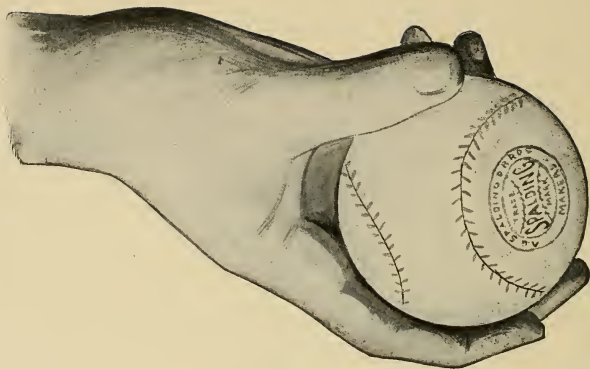
No leader can succeed who humiliates his players or allows anyone to abuse them in his presence. Players have their off days and the man who leads them to victory or defeat must always champion their cause, when attacked from the outside.

It was Napoleon who said that he would rather fight an army of lions led by a deer than an army of deer led by a lion.

It is all in the leader, and nowhere any more so than in Base Ball.

As the greatest all-round leader the game ever produced I would pick President Charles A. Comiskey of the Chicago American League club. Comiskey is a leader of leaders, both on and off the ball field, setting a killing pace for all other aspirants, but as modest as all great leaders should be. Comiskey gets the best out of every man by his clean-cut logic and kind treatment.

I never could understand why professional ball players should try to injure each other, or, in fact, act other than friendly to one another, for the moment a player is considered capable of tripping or spiking a fellow player, he is sure to receive many bumps himself. Strict attention to business by each player is the only lasting composition for a ball team. The teams, who



The out-curve is produced usually by grasping the ball with the first two fingers and the thumb, with the back of the hand turned downward. The fingers are pressed firmly against the ball, which is gripped tight. The out-curve may be either fast or slow.



The in-curve is pitched with a side-arm motion, the ball being released over the tips of the first two fingers, the arm being swept around with a lateral motion. Some pitchers throw an in-curve by grasping the ball with all four fingers and permitting it to slip over the tips.

win for a time by underhand methods, come to grief, and are soon forgotten, while the clean-cut playing teams are a source of pleasure to their friends after they have passed up the game.

Men of the Jim Collins and Lave Cross stamp have played phenomenal ball for years without doing a trick to which the most delicate player could object, with the result that the players who would bother other basemen, would pass up the above-named two, as it was considered bad form to stretch a point with men of the above calibre. The result was that Collins and Cross played every game for years.

Great ball players should never make a false move to win the most important game, and usually the great players are the cleanest kind of workmen. The day for tripping, holding and browbeating is gone, and let us hope forever. All men should be equal when they appear on a ball field, and nothing but their fair ball playing should go.

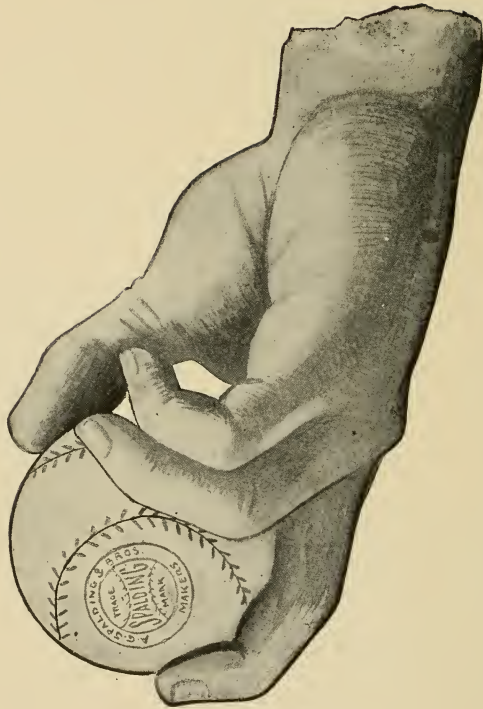
It would not be a bad idea to pass laws preventing players from speaking to the umpires during a ball game, under a heavy penalty. The spectators keep an eye on the actions of the players and never make a protest until receiving their cue from the players.

I would impress the players with the importance of satisfying the public who support the game so handsomely, by always showing a disposition to do their very best, for the public will stand for a team in hard luck if they only show they are in dead earnest every time they go out on the field. The public, too, are critical and are ever noting the physical condition of the players, and this should be an extra inducement for the boys to get in shape early and work to keep so all season.

The man who makes Base Ball a profession should work morning as well as afternoon to perfect himself in the trade.

Years ago, at Cleveland, a lot of star players went to the park every morning, but enjoyed the shade of the club house in preference to field work. There was one player more ambitious than the rest, who would go out and bat for hours at a time, with a crowd of boys fielding the ball. This young man met his fellow players several years later and reminded them of his practice work, remarking, "You are out of the game now, boys, while I am getting the money still." This man was Jesse Burkett, who led the National League several times, and who led the New England League last season, hitting the ball about as well as ever. He practiced while the others loafed and the result was that he is still getting the money, while they are down and out as far as Base Ball goes.

Players should pay no attention to the spectators and play as if there was no music in the cheer or hiss of the fan.



Drop Curve—The ball for the drop-curve is held in identically the same position as for the out-curve, except that the back of the hand is held directly down, the arm being brought straight over the shoulder at the moment of delivering the ball.

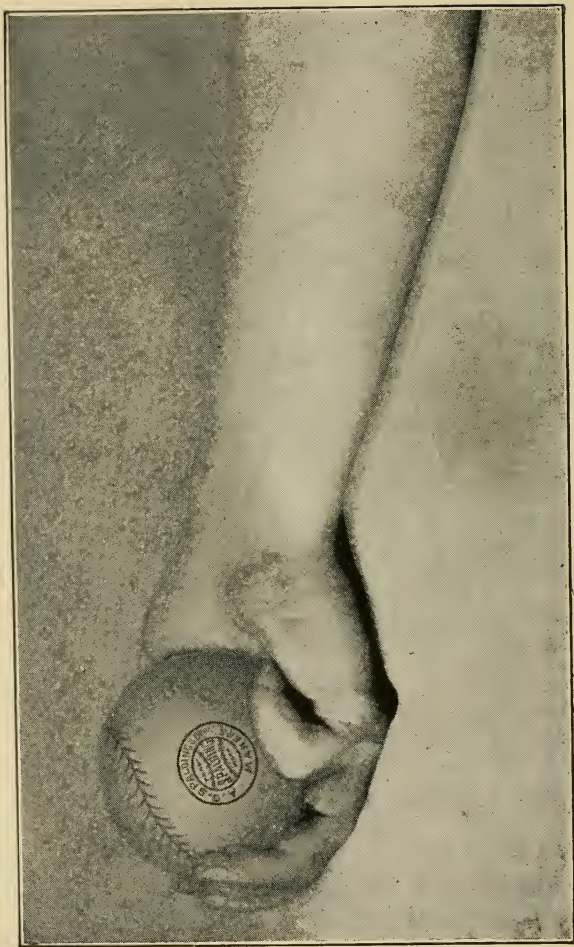
Practice at the bat, practice fielding ground balls, practice fielding fly balls, practice at every opportunity, for there is many a great ball player who became so only through the hardest kind of practice.

Put life into your practice work, and make plays even quicker than if playing in a game. Fast practice develops fast ball playing, and fast ball playing wins ball games.

All ball parks should be furnished with batting nets. In this way the batter can pick up the ball and toss it back to the pitcher, doing away with a catcher. If a player is not an accurate thrower, practice will make him so. Throw at a target daily and practice throwing with the wrist and elbow, without any assistance from the shoulder. Snappy throwing from the wrist is easily developed by practice.

Pitchers should never overdo the practice end of the game, as they get more than their share of work during the regular game.

Catchers should practice throwing to second, covered and uncovered, and the outfielders should practice on ground balls and throwing in to the bases.



HOW MCGINNITY TURNS HIS HAND TO PITCH A DROP BALL.

THE ART OF PITCHING

It is usually the ambition of all ball players to be able to pitch a curve ball, and few great players have passed up a chance to become the regular pitcher of his team. There is a great fascination about delivering a ball to a batsman, confined to certain limits, with an umpire to call balls and strikes, for the first essential in pitching is command of the ball in all the curves and shoots.

Working a batsman is a fine art and comes after a full knowledge of the curves and up-to-date shoots that goes with a star boxman.

Temperament is another essential to success, for a pitcher can worry himself into poor work, especially when he expects the umpire to see every ball as he sees them as they head for the plate.

A pitcher who never fails to cover first base when the ball is hit in that direction practically becomes a tenth man for his team, as he allows the first-baseman to make running stops well to his right, and come in under full steam for slow ones, knowing that the pitcher will cover the base for the throw.

This play requires constant practice, and when missed should go down as an error for the boxman.

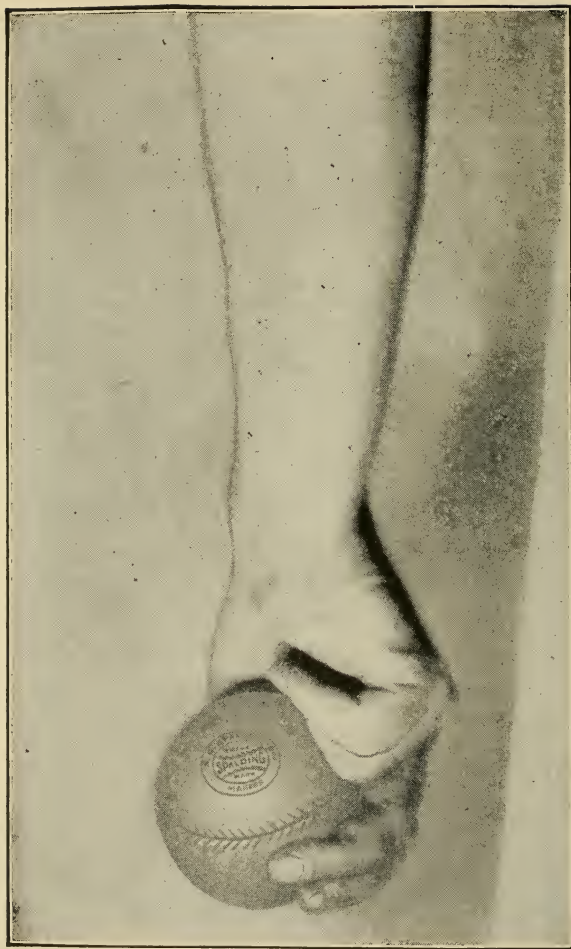
Pitchers should work hard to perfect their fielding to the right, as clever men will take advantage and bunt the ball in that direction.

Two preliminary motions are necessary for a pitcher: The free off-hand swing, to loosen out and get momentum before cutting the ball to the plate, when there is no one at first or second base, and the short, snappy move, made before delivering the ball, with men on the bases. Each move requires almost as much practice as learning to curve the ball.

The pitcher without a free, open action will soon tire and lose interest in his work, while the pitcher who can bring to bear the different parts of the body and go along with a free joint will prove a stayer.

A pitcher must be resourceful and keep a close tab on the weakness of his opponents.

Curve pitching was discovered and controlled for the first time on Jarvis Field, Cambridge, by Arthur Cummings, a Brooklyn amateur, in 1867, who proved that a ball sent spinning through



POSITION OF THE BALL FOR AN OUTCURVE AS MCGINNITY PITCHES IT, THE BALL BEING RELEASED BETWEEN THE THUMB AND FIRST FINGER.

the air would create a cushion and finally throw the sphere off a true course. Working on this theory, and often perhaps by accident, pitchers have discovered other curves and shoots, until no one man has mastered all the curves, and for this reason it is well to note what the different pitchers have to say about their styles since becoming successful.

Tim Keefe was famous years ago, when a member of the original New York Giants, with a peculiar slow ball that no pitcher has been able to get since. Keefe held the ball well back in the hand and controlled the ball with the heel of his thumb, not allowing the fingers to touch the ball. It seemed utterly impossible to control a ball in this manner, but Keefe did, and could hit a bull's eye nine times out of ten. It was a slow ball with a drop curve and started with a fast preliminary motion.

Bobby Mathews in 1872 was the first to introduce a perfect raise curve. The raise used by McBride about the same time was the result of sending the ball with an underhand throw from close to the ground. Mathews made the ball spin like a top and come to a stop before rising as it came to the batsman and when not hit on the dead center.

The raise curve was introduced by Harry McCormick with the Syracuse Stars of 1876. About this time Trickey Nichols of the New Haven club was pitching a most tantalizing drop ball. Later Rhines came along with a raise ball, copied later still by McGinnity. Mathews, Rhines and McGinnity are the only men ever known to get the proper effect on this style of delivery. A fast ball with a jump was claimed by several pitchers, but worked by Charley Nichols, while with Boston, to better advantage than ever before.

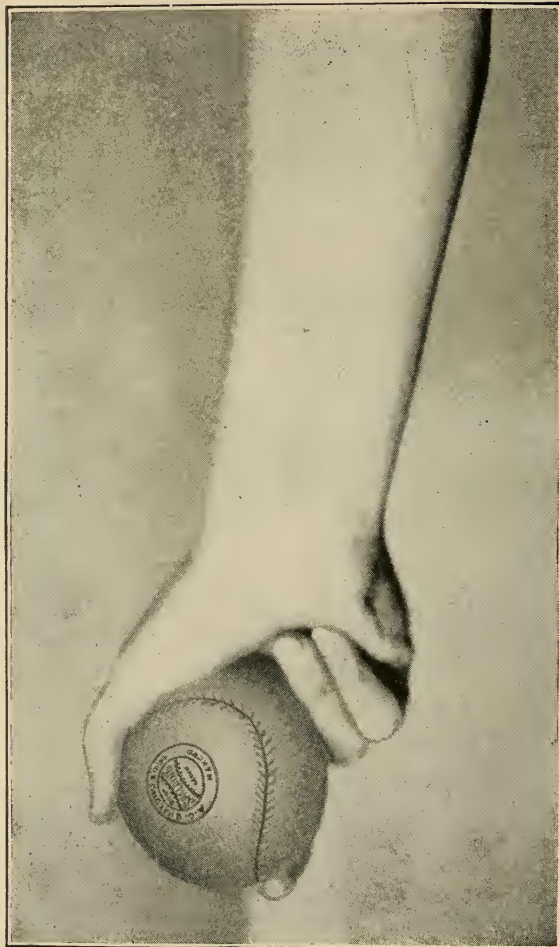
Charley Sweeney introduced the incurve, or fade away ball, while with Providence in 1884. The drop curve was effectively used by William Dineen and others within the last few years.

A pitcher might have all the curves and the speed and yet be a poor workman unless he had control and used head work in feeding the batsman.

The following advice by well-known pitchers is well worth considering:

Mathewson: "No pitcher with a good assortment of curves should be required to play in more than two games a week. A great amount of tissue is broken down in the arm that does the work during the course of a game, and it takes a lot of time to rebuild it."

Orth: "A pitcher should always keep on the lookout for a batter's weakness, for some fellows can kill one ball and are easy meat for another. The ones hardest to pitch to are those that hug the plate close and chop at a ball instead of swinging.



MCGINNITY THROWING AN INSHOOT, THE BALL ROLLING OFF HIS FIRST TWO FINGERS.

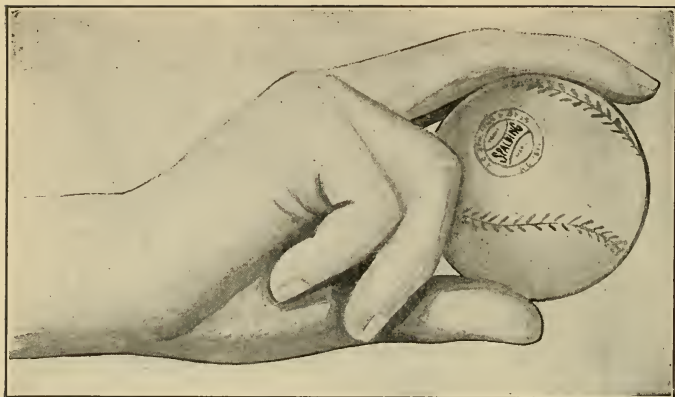
These fellows that stand back and swing hard are no trouble for a pitcher who keeps his eyes open to what is going on."

Phillippe: "Learn the weaknesses of opposing batsmen and pitch accordingly. The successful pitcher knows exactly what the men who face him can not hit, and either pitches those balls to them or else tempts them with the kind they like, but keeps the latter so far from the plate that they cannot hit them safely, if at all."

Orth: "I early recognized the fact that if I desired to remain in the game I would have to resort to something different from throwing curves all the time. I soon found out that if I had the ability to send the balls where I wanted to and could acquire the ability to mix the balls up, that I would make the needed progress in acquiring the art of effectiveness, and command has always been my long suit from that time. 'Aim to put them where you want to.' That is my advice to young pitchers. Study your batsman. Do not make the mistake of trying to fool batsmen who will not hit unless you put them over. You just waste your strength on such. These men are good waiters and will just play for a base on balls from a wild pitcher. The range a pitcher has is considerable after all. He can put the balls high or low, in or out, as suits his fancy, working the corners according to the batsman."

Phillippe: "The pitcher must have strength and endurance far beyond what is required of the other players. I think it a fair inference that the larger man is more likely to have the advantage in this respect. It is true there have been many notable lightweight pitchers, but how long did they last? Can the records of 'Bobby' Mathews or 'Brownie' Foreman be compared with that of 'Cy' Young? As a matter of fact, Mathews, the most famous lightweight pitcher in the history of the game, stood only forty-five feet from the plate, while the pitcher of to-day must send the ball sixty feet. I venture the assertion that if Mathews were at his best to-day he would not last a week in any league. The work has become too hard for the lightweight, and I would not advise any young player, whose size places him in this class, to waste his time trying to become a pitcher. He may succeed for a time, but he cannot last well enough to take his regular turn in fast company."

There is so much good sense in the above advice by Phillippe that I want to put him right. When Mathews was at his best the pitching distance was 50 feet and not 45, as stated by the Pittsburg man, who probably never saw Mathews pitch a Base Ball. Mathews had a peculiar knack of pitching that made it easy for him to pitch every day. He had mystifying curves, fine speed and a change of pace. Then, working each man for the limit,



HOW BALL IS GRASPED FOR START OF THE "FADEAWAY."



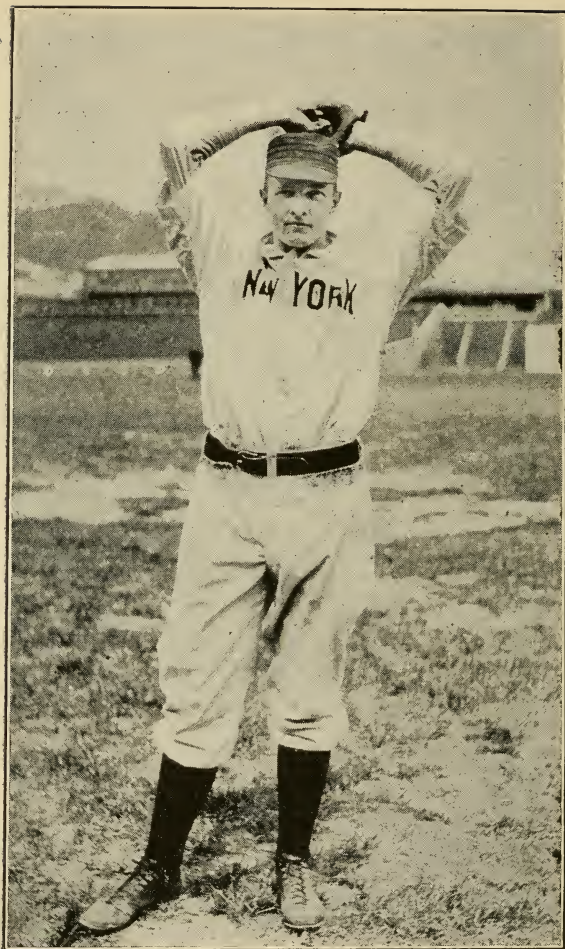
THE BALL LEAVING THE HAND AS IT GETS THE FINAL TWIST OF THE WRIST FOR THE "FADEAWAY."

Mathews would have no trouble in holding his own, and was superior even to Mr. Phillippe, his critic.

Mathewson: "For the 'fadeaway,' the ball is held very loosely at the tips of the fingers, the first two fingers being above the ball and the thumb below it. The arms are thrown high above the head, but when the pitching arm begins to start the horsehide on its way the arm is brought out from the side of the body and raised to an angle of about 45 degrees. This motion is gone through so quickly, however, that it is practically impossible for the batsman to detect the fact that he is going to get something very different from a drop curve. In the drop curve the arm descends straight down in front, but in the fade-away the motion of the arm from its position at an angle of 45 degrees is a small outward swing. When the arm gets in front of the pitcher just about on the level with his chin the hand is given a sharp twist inward, or to the left, which brings the back of the hand on top, and the loosely held ball, which is revolving from the rapid action of the arm, slips out sideways or off the second finger. At the same time there is a rotary motion given to the hand. When the ball leaves the hand the arm is so twisted that the palm of the hand faces outward."

Mathewson is the only pitcher at the present time pitching the incurve or "fade-away" ball, as he calls it, although pitchers have tried in vain to master this curve for the last twenty years. Charley Sweeney, with the Providence club in 1884, struck out nineteen of the Boston players in a nine-inning game with this same ball. It was so trying on the arm, however, that he had to give it up. After the games for the world's championship in 1905, Mathewson was forced to place his wrist in a plaster cast as the result of this style of pitching. Mathewson is a perfect build for pitching, with a long reach, long velvet fingers and a good head for detail. He has perhaps mastered more curves than any other man in the business. It would be a waste of time for an ordinary pitcher to try to master the fade-away curve, and it will be a long time before we see another Mathewson on the ball field.

Harry Howell: Howell declares that the thumb is the controlling element in the "spit" ball. "Wetting the ball where the two first fingers rest on it has the effect of making the ball leave the fingers first and the thumb last," says Howell. "You know, when you pick up a ball to throw it you usually grasp it firmly with the two first fingers and thumb. If the ball is dry it naturally leaves the thumb first and the fingers last. But when you wet the ball in one spot it has a tendency to deflect the course, and the ball leaves the fingers first, passing over the thumb last. This is the whole mystery of the 'spit' ball. The



MATHEWSON (NEW YORK NATIONAL) PREPARING FOR
A SPEEDY INSHOOT.

fingers have nothing to do with the curve. It is the thumb that acts as the propeller. I constantly use slippery elm to increase the flow of saliva, thus making it easy to throw the 'spit' ball."

This is how Mathewson gets the drop curve ball. "To deliver this ball the arms must be thrown high above the head," he says. "As the pitching arm rapidly descends straight forward the arm is turned slightly outward, and when the arm is horizontal the hand is turned slightly outward and the snap, a hard one, is given by the wrist, and the greater the snap the faster will be the curve.

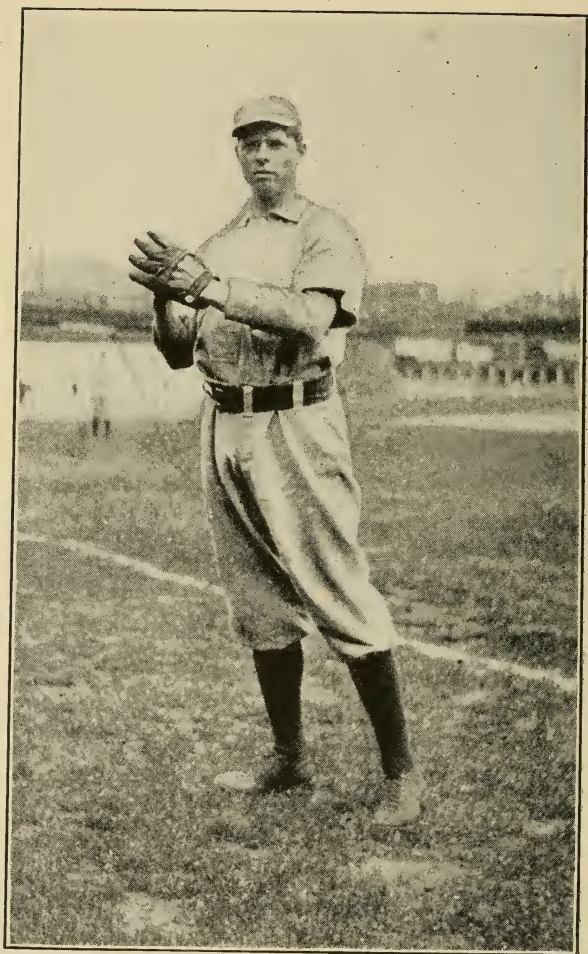
"In holding the ball the first two fingers are above it and the thumb below. The ball is held rather loosely. When the twist or snap of the wrist takes place at the moment of delivery the hand turns so that the thumb is on top of the ball and the first two fingers below it. A full arm swing is used. The body is bent far forward so that all the weight of the body is behind the ball, and as the arm descends with a mighty swing the weight of the body is shifted from right foot to the left. Under no circumstances use moisture when delivering this great puzzler to batsmen. On leaving the hand the ball travels in a straight line until just before it reaches the plate, when it breaks sharply downward in front of the batter.

"As can be well guessed such a ball is a great strain on the muscles of the arm when delivered with all the power a pitcher possesses. Like all curves the ball can be used at varying speeds. When men are not on bases it is a fine ball to pitch if it is desired to make the batter send out a grounder that can be easily fielded. In fact, any curve can be used fast or slow with this purpose in view.

"By not bringing the ball quite so high above the shoulder when starting to make the throw an outdrop can be attained. I seldom consider it necessary, however, to try the outdrop. It has less space in which to be called a fair ball when passing over the plate, and is therefore more risky. The regular drop curve has all the space between the batter's shoulders and knees to make the batter score a strike, while the outcurve has but the width of the plate."

Frank Donahue says: "To get the outcurve, hold the ball tightly between the two first fingers and thumb, and swing the arm well out, snapping the wrist to make the ball spin as much as possible while turning the palm down."

Vic Willis says: "The drop ball is the most trying one on the arm. I hold the ball between the two first fingers and thumb, and start the ball from as high a position as I can get, letting the ball slip off the index finger, while turning the palm of the hand down. By a double motion or snap of the elbow and wrist, I get the combination of drop and curve together."



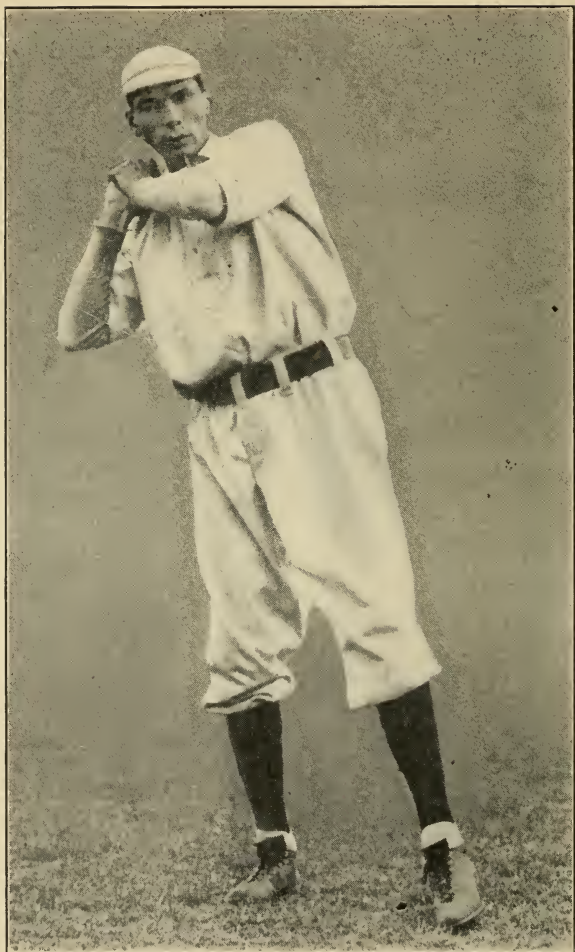
BROWN (CHICAGO NATIONAL), THE MUCH DISCUSSED
"THREE-FINGERED" PITCHER.

William Dineen says: "The drop outcurve I find the most effective ball against right-handed batsmen; I hold the ball the same for every ball I pitch, but allow the drop ball to leave from the top of the second finger after bringing the hand down from the highest position I can get in a long swing and, by an extra move to effect the curve, get the drop curve, which I think is the most trying ball a pitcher can deliver. The drop, itself, is not so difficult, but the combination of drop curve requires a long reach and the gift of being competent to work all the curves and shoots."

Cy Young says: "The jump ball can be produced only by great speed. The ball is thrown with a full arm swing right from the shoulder, and out from under the fingers, which are straightened out as the ball leaves for the bat. The idea is to get a jump on the ball just as it comes to the plate, nearly shoulder high."

Jack Chesbro says: "The spit ball is worked entirely by the thumb. The saliva one puts on the ball does not affect its course in any way, but is put on the ball for the sole purpose of making the fingers slip off the ball first. Excepting the spit ball, every ball that goes from the pitcher leaves the fingers last. In throwing curves the fingers do the work. By wetting the ball it leaves the fingers first, and the thumb last, and the spit ball could be rightly called a thumb ball. It is not necessary to thoroughly wet the ball. All you need to do is to moisten it so as to remove the friction from the part of the ball the fingers cover, and which slides off the fingers."

Plank, of the Athletics, says: "I study the batsman in every way; his position in the box, his general attitude, the way he holds his bat and any other individual characteristic he may have. These help the experienced pitcher to get a line on what may be the best ball to use. If he knows the batsman well, that may be of some use, but not necessarily so. A young pitcher entering a new league cannot know the batsmen like an old-timer, yet he must make good from the start to hold his position. He must depend entirely on what he can learn on the instant from the batters as they take their places in turn before him and the ability he has to make use of this information. A good catcher is a big help. He is right at the plate and can see the batsman better than the pitcher, and ought to know just what ball is likely to be most effective. I generally give my catcher the kind of ball he signs for, but use my own judgment as to how high or how near the batter to put it. I try to some extent to work corners—that is, to get the ball over, but keep away from the center of the plate—but when the batter is badly puzzled, or 'faded,' as we say, it is almost perfectly safe to put it anywhere so it goes over."



**CHARLES A. BENDER, THE NOTED INDIAN PITCHER
OF THE PHILADELPHIA ATHLETICS.**

THE CATCHING DEPARTMENT

Catchers should have a fine reach and be quick, accurate throwers from most any position they may happen to be when the ball is received.

Without first-class catching no team has a chance these days, for base-running will win over batting and a weak catcher will make easy base-stealing.

Catchers should have nerve; be ever cool and heady; sign for the pitched balls and coach the infield and outfield.

The catcher must be alive to every play on the board and is usually the central figure.

The big mitt has made possible enough catchers to go round as natural catchers are few and far apart. Nearly all must work with signs and have the ball handed when the base-runner is about to take a chance for second.

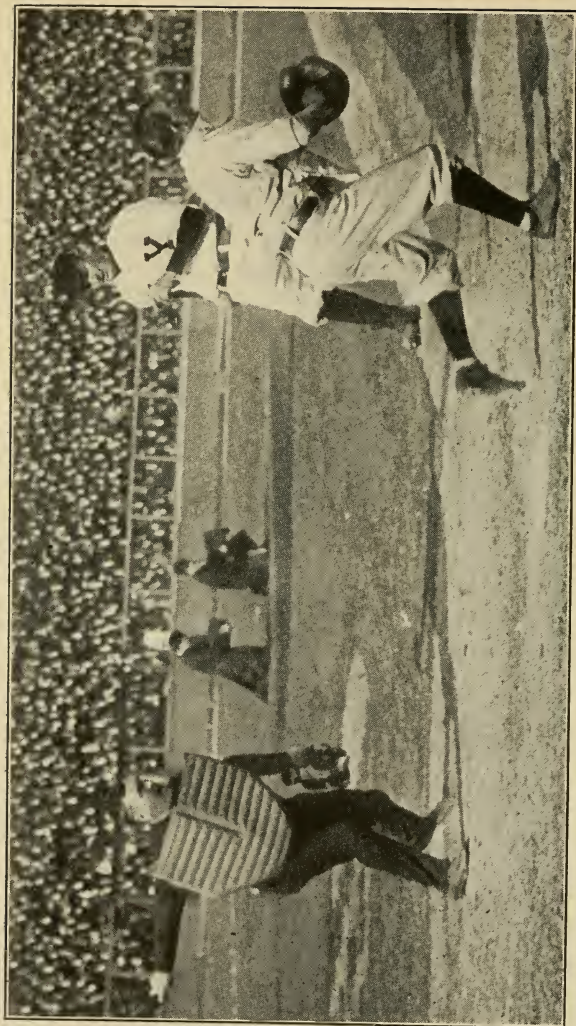
Catchers should have signs with both first and third bases and often snap the ball to those points when the men are taking ground freely. Lou Criger of the Boston Americans has something on any catcher that ever stood behind the plate and is always in a position to throw, no matter what way he gets the ball. He catches season after season without ever meeting a serious accident and never complains of a lame arm. He is the living model to-day for all catchers.

The advice he gives is worth reading:

"A catcher who cannot throw swiftly and accurately to the bases is of little use to a team. He is called upon mostly to throw to second base, and it is this point of the diamond that he should cultivate his eye for distance and arm for the throw.

"One of the most spectacular features of a game is the attempt of a base-runner to pilfer second base, and then the catcher has his work cut out for him in earnest, and the outcome of his effort to shut off the runner is awaited with expectation.

"The catcher should have an understanding with his pitcher on what to expect when a runner reaches first base. If the base-runner is known for his stealing propensities and is likely to go down the catcher should signal for a wide ball that the batter will not try to reach. There must be no preliminary motions in the catcher's movements in his act of getting the ball away. It should be one continuous action from the instant the ball leaves the pitcher's hand. The throwing arm goes back with the ball



CHICAGO-NEW YORK GAME OF MAY 21, 1907. AT NEW YORK-MATHEWSON FORCED OUT AT PLATE,
BASES FULL. KLING CATCHING, O'DAY UMPIRE.

and is hurled to the base without a hitch. The throw ought to be low and close to the base so that the second-baseman can put the ball on the runner without the least trouble.

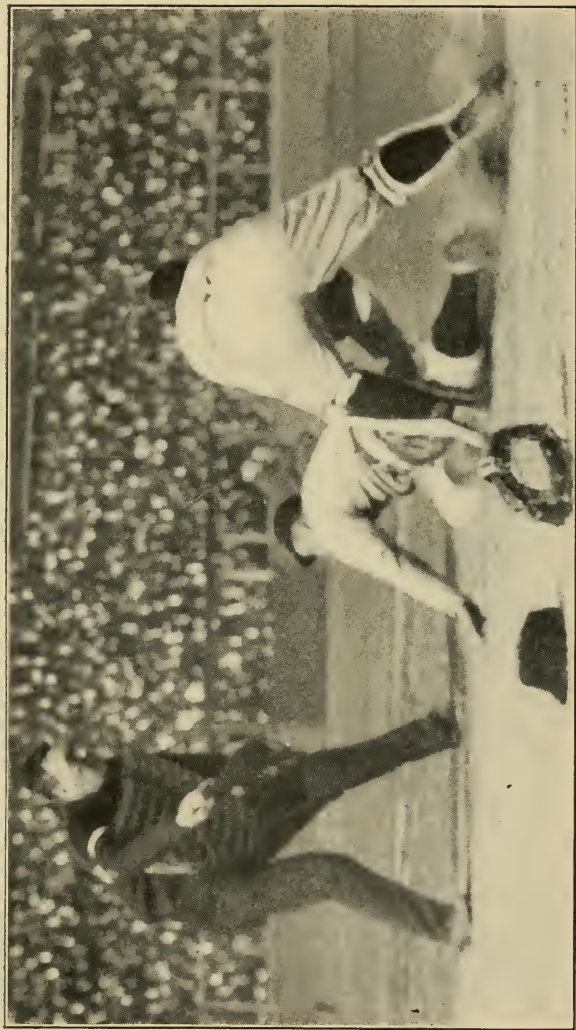
"To get runners off third and first base the catcher should use a snap throw in which the wrist develops its greatest power, as the play must be done with all the deception possible. It is a dangerous habit to throw to the bases indiscriminately and should be avoided as much as possible. Only the surest throwers should take chances to catch runners off the bases spoken of, as a misplay would result disastrously.

"Oftentimes a pitcher's effectiveness is due to the good support that he receives from his catcher, who can by his ease and poise behind the plate influence the temperament of his boxman.

"A catcher should make the reception of the ball look easy and not fight it, making unnecessary hard work for himself and putting any distress on his pitcher.

"Young pitchers can be jollied along by an experienced catcher and the symptoms of stage fright made void by the proper treatment.

"A catcher can't be awkward and cover his position satisfactorily, as he has much to perform in his territory which must be accepted at quick notice. In going after foul flies back of the plate he must get the direction of the ball as if by intuition and turn simultaneously, ridding himself of his mask, and be able to take the ball at any angle."



CHICAGO-NEW YORK GAME OF MAY 21, 1907. AT NEW YORK—BRESNAHAN, THE NEW YORK CATCHER, TOUCHING SLAGLE. THE LATTER WAS SAFE, HOWEVER, AS BRESNAHAN FAILED TO HOLD THE BALL.

THE INFIELD OF A BALL TEAM

A tall, active man should be selected for first base, and while some rather medium-sized players have played a clever first base yet a man less than six feet in height is handicapped for want of reach in going after wide throws.

On ground balls the smaller man is better, and for second base a player should be under five feet ten, about five feet seven being the ideal height for a second baseman.

The shortstop should also be a medium-sized player, not over five feet ten at the most, while the third baseman should be perhaps from five feet nine up. The running plays at short and second base require great speed in action from all angles, and none but a small man has a chance to change positions while under full speed, although Lajoie and Wagner, two phenomenal players, are exceptions to the rule.

The first-baseman must be able to field a ball as well as the other positions in the infield and must play the ball on the run. He should run in for every slow ball that comes into the left of the pitcher, while the pitcher covers first base. The first-baseman has a better chance to handle the ball as he is coming in, while the pitcher would be handicapped by trying to take the ball as he bent down running sideways.

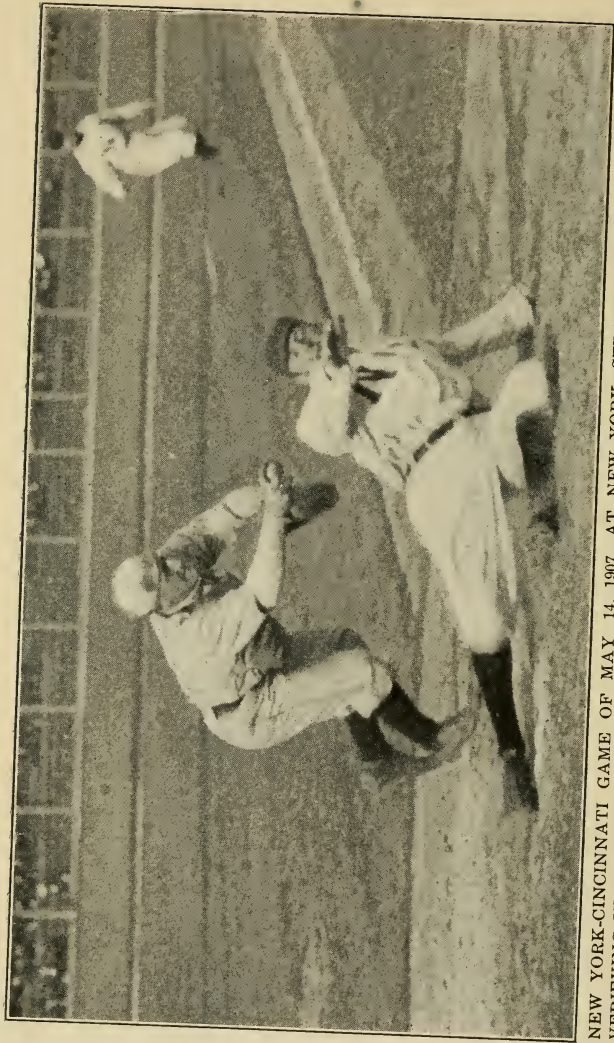
The first-baseman should go to his right for every ball that he can handle either to second or to first base. In all such cases the pitcher or second-baseman should cover first base and the shortstop go to second base.

The catching of a thrown ball is about the simplest work a first-baseman has to perform these days.

Short, snappy underhand throwing is the proper thing for a player covering first base and continual getting rid of the ball after a catch will improve the speed of a player's work when the time comes for real action.

A second-baseman should be able to throw both over and under-handed, as well as toss the ball both forward and back-handed, especially to second base, on a force play; in fact, many plays have been made by scooping the ball on the dead run and landing it in the proper place.

Shortstop is simply second base over again, as short must take throws and often play well into the third-baseman's territory for left-handed hitters, and in deep field for place hitters, so



NEW YORK-CINCINNATI GAME OF MAY 14, 1907. AT NEW YORK-STRANG SAFE AT HOME PLATE, VERIFYING UMPIRE RIGLER'S DECISION, WHICH WAS QUESTIONED AT THE TIME. SCHLEI CATCHER.

that the shortstop and second-basemen must work together like a machine. I believe the shortstop has the most difficult position to fill to-day on a ball field, as he not only has to cover second base and back up third, but he has the longest throws to make.

The third-baseman should play on the base line for all batsmen, keeping an eye out for the bunter and must call the turn as the batsman gets in shape to meet the ball. He must play nine-tenths of the bunt hits on the run with one hand, and throw accurately to first. A third-baseman should go for the ground balls hit to his left, regardless of the shortstop, playing the wide ones mostly with the left-hand and changing for the throw to first.

Throwing to second for a force-out requires quick thought and accuracy, as the ball must be given to the man covering the bag in such a way that he can swing and shoot it to first for a double play. It is not necessary to throw hard, but the ball should be on the way the instant it is picked up, with the knowledge that the base will be covered for the play.

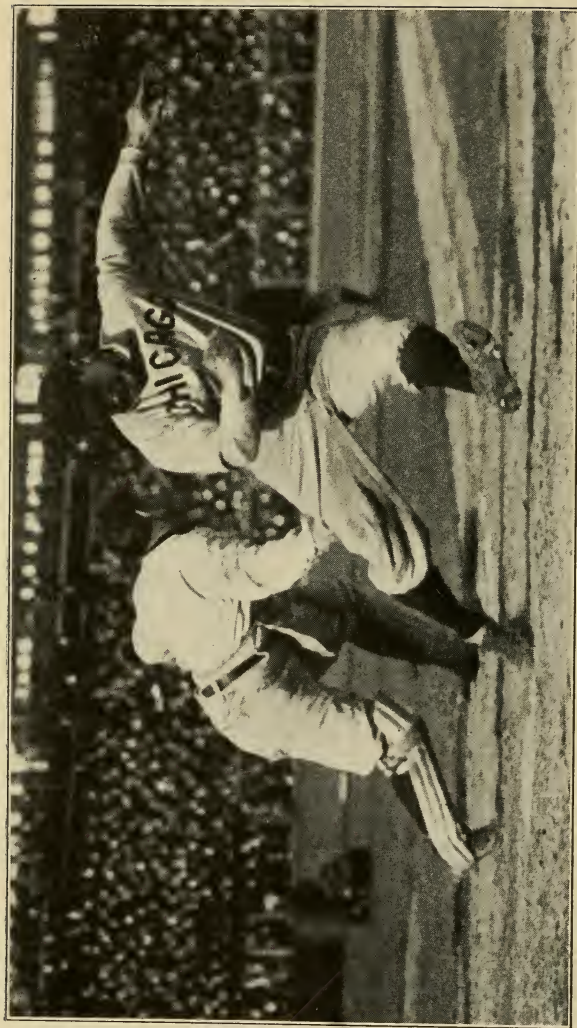
With a man at second figuring on a steal of third the shortstop should play rather close to the base and hold his man. This he must also do with a third-baseman looking for a bunt. A slow man at second will handicap the man who is trying to sacrifice, as the second-baseman will hold his man close to the bag, with the idea of having the ball fielded to third base for a force-out. With a clever catcher the basemen can often get men off the bases at important stages of the game.

While clever basemen cannot be caught by trap work, two-thirds of the men who play ball are slow thinkers and need constant coaching to keep out of the pitfalls planned for their benefit.

The double throw, with men at first and third, has been worked for a dozen or more years and is a lost art to most teams. Practice will overcome trouble in this line of work.

Judgment should be exercised in playing close up for the man at the plate. It often pays to let one man go and cut off what might develop into a bunch of runs for your opponent. For example, with the score two to nothing and the game well over it would be the proper play to let the run score and play for the batsman. There are times, too, when a double play would be the thing, and with a slow runner at the bat would be a fair chance to take (for you must take long chances at times) and it is simply a case of calling the turn, and calling it right from long experience and a knowledge of the men you are playing against.

The following advice by well-known professionals is well worth repeating, and the poorest player can often add a wise suggestion:

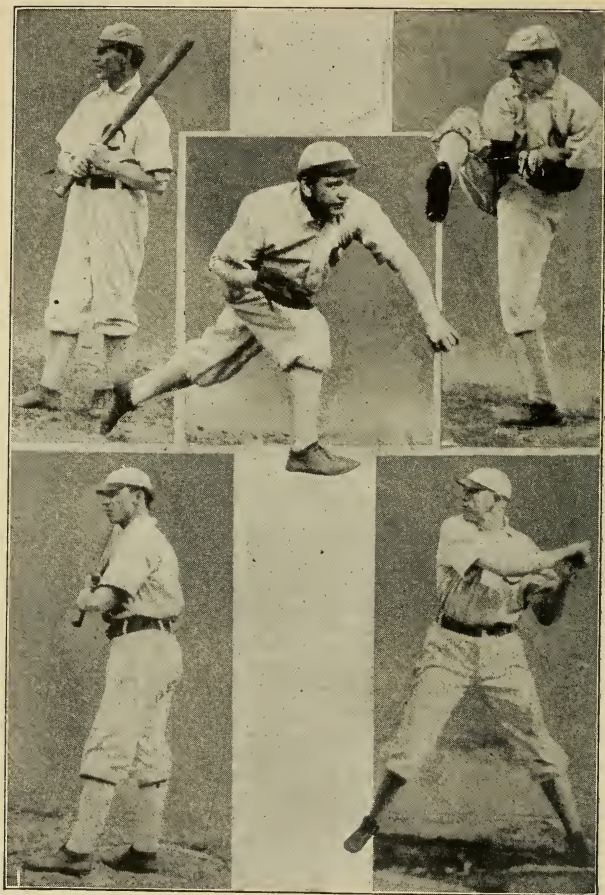


CHICAGO-NEW YORK GAME OF MAY 21, 1907, AT NEW YORK—TINKER TOUCHED OUT AT HOME BY BRESNAHAN. NOTE SHIN GUARDS USED BY LATTER.

"Excepting the pitcher and the catcher, no player on the field handles the ball so often in a game as the second-baseman. In only a small proportion of the number of times he gets the ball are there opportunities for making a put-out or an assist, but there is always a chance to make a costly error. He must, therefore, never relax his vigilance or lose his grip of the situation. He must work in perfect harmony with the other men in the infield, and especially with the shortstop. To do this, he must make an intelligent study of his fellow-players and be thoroughly familiar with their capabilities and their peculiarities. When a fast play is started there is no time for explanations either by word or sign, and every man who takes part in it must know as well what the others will do as what he will do himself, and be governed accordingly. The number of possible plays on the ball field is not extraordinarily large, but the number of ways of making them is almost infinite.

"It follows, then, that the second-baseman must at least be as fast on his feet and as quick a player as any other player. Besides having a knowledge of his fellow-players, he must be acquainted with his opponents so as to resort to the style of play most successful against them. Tricks which will work against one team fall flat when tried on another, and the way in which any play should be made must be decided by the circumstances of the moment.

"Suppose, for example, there is a man on third and the ball is hit to me, but in such a way that I am obliged to run for it, either forward or sideways. If two men are not out, I should try, the ball being a ground hit, to catch the man at the plate, if there is a possible chance. Suppose, also, that the man who hit the ball is very fast, I must watch the ball, so as to be sure to get it, and, as I cannot watch the runners too, must make up my mind before I get it where I will throw it. To do the right thing, I must know how fast the runner at third is and how much of a lead he had when the ball was hit. I must consider how long it will take to get the ball to the catcher and how skillful the latter is in blocking off base-runners in a pinch. The standing of the score and the time must be weighed. If the scoring of a run by the opposition insures their winning the game, the play at the plate is the only one worth trying, whether there appears to be a chance of success or not. But if the game is young and I was sure the man at third would score, I would not hesitate to make sure of the man at first. The shortstop must back up third base like the second-baseman backs up first, play short left and middle field, and sometimes go out into foul ground for flies that neither the third-baseman nor the left fielder can get under. He must guard second base when that duty falls to



Jones

Davis

Altrock

White
Isbell

A GROUP OF CHICAGO AMERICANS.

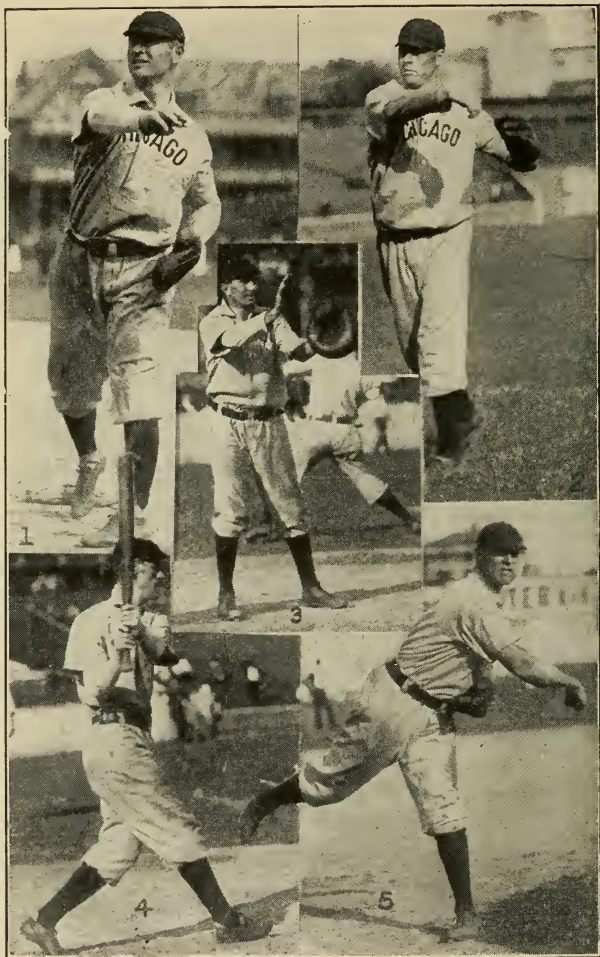
him, help the pitcher to keep base-runners hugging the sack and watch the returns of the ball from the catcher to the pitcher. He must make the same close study of opposing batsmen and the base-runners that other players must make, and be guided by what he can learn. He cannot pick out a level spot and stand there all afternoon expecting the ball to come to him. Like the business man who wants trade, he must get out after it and change his position for every man who comes to bat.

"While there is nothing certain about anything in Base Ball, random infield work is as bad as random pitching. The infielder should never make a move that does not mean something and represent a definite end. He should adopt the course dictated by his best judgment and then follow it out until there is a reason for making a change. He will not always be successful, but he must not be discouraged if the unexpected happens.

"One of the problems for the third-baseman is the batter who can both lay the ball down and line it out. If he plays back too far the latter will invariably bunt. If he gets too far in, he is likely to have to face a hard drive, which will sorely test his courage first, and probably his endurance afterward. In the course of a season every third-baseman makes a number of fine stops which would not have been made if he could have gotten his body out of the way in time. The best plan to pursue in such cases, in my opinion, is to take a middle course. Keep back close to the line running from second to third and six or eight feet from the foul line, the latter depending to some extent both on the batter and the pitcher. Then, every time the pitcher delivers the ball, get on your tiptoes and be prepared to move instantly in any direction. Keep your eye on the batter, and if he is going to bunt you can discover his intention in time to be half way in to the plate, if you are fast on your feet, before the ball leaves his bat. If, on the other hand, you see he is about to swing hard on the ball, you can summon your powers of resisting the shock of a speedy drive.

"All this sounds, perhaps, as if third base were the only position in the field and that all balls are knocked to the third-baseman. That is exactly my idea of how every player should feel during the game. He should always be expecting the ball to hit him, always be ready to receive it, and always have his mind made up as to what he will do with it when it does come.

"Besides the foregoing, the third-baseman must be able to line the ball across the field swiftly and accurately. With the fast men of to-day 'arching' the ball over won't do. It must go on a line, and no time can be wasted in starting it. Like the first-baseman, the third-baseman has a large number of foul flies to look after, and to get them, as he should, fleetness of foot is



1, Chance; 2, Brown; 3, Kling; 4, Evers; 5, Steinfeldt.

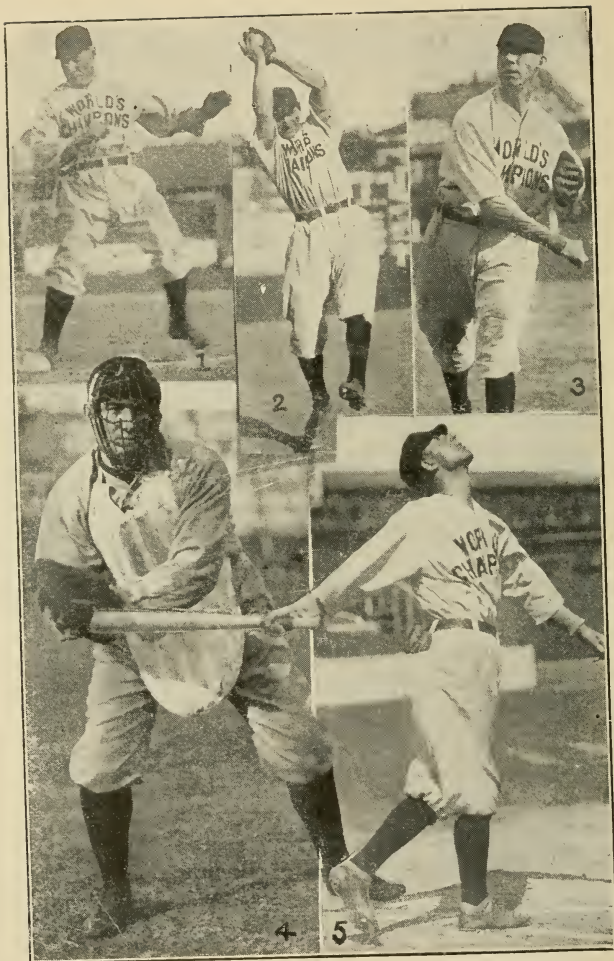
A GROUP OF CHICAGO NATIONALS.

Press Photo Co., N. Y.

indispensable. He must also know what to do with the ball after it is caught, and not let base-runners take advantage of such plays to advance. He should back up other positions whenever possible and never overlook an opportunity to do anything that will benefit his team.

"Two faults many young infielders (and some old ones, too) have are trying to throw the ball before they get it and losing their heads after making an error. The first is due to nervousness or over-anxiety, and requires constant effort and perhaps some coaching to overcome. Whatever effort is needed, this must be done, for nothing so interferes with heady, successful work as nervousness. As to errors, they are inseparable from infield work. If the field were a floor, the bound of every ground ball could be determined exactly and the play be made with machine-like precision. As it is, a pebble, a tuft of grass or an inequality in the ground deflects the ball just when you are set for it, and it comes just where you were not expecting it and don't want it. You do your best to get it and often succeed, only to make a bad throw, because you are thrown out of position by the extra effort and the time is too short to take a brace before throwing. At other times you either miss the ball altogether or are unable to move your hand fast enough to do more than knock it down, and, as a result, get an error for what appeared to all but yourself an easy chance. The infielder must never let such things affect him. He must forget them at soon as they are past and go on as if nothing had happened. Go after everything, no matter how impossible it seems to you as well as everybody else. Once in a while it will take a lucky bound into your hand, and if you don't let your surprise prevent you from taking advantage of the circumstances, you will probably be hailed as 'the greatest ever'—until you make your next error.

"Neither the manager nor the captain can win unless they have the co-operation of the players. To be successful the captain's efforts must at all times be reinforced and backed up by a good bunch of hustlers. He must infuse into his men, if they do not have it naturally, enthusiasm for their work and a do-or-die spirit. Lots of good players are naturally very quiet. They know what to do themselves, but cannot direct others not so well posted. Such men must be encouraged and advantage taken of their special abilities. The captain must welcome their aid and show that he appreciates it."



1, Shannon; 2, Devlin; 3, McGann; 4, Bresnahan; 5, Seymour.

A GROUP OF NEW YORK NATIONALS.

Press Photo Co., N. Y.

PLAYING THE OUTFIELD

No weak batsman should be worked in the outfield. More than one-half of the outfielders in the big leagues are left-hand hitters, while over two-thirds of the men are right-hand throwers.

I would play the speediest man in center field and the slowest runner in left field.

Fielders should work with signs and know just what the pitcher is to give the batsman, as this will enable him to be on the move in the right direction and often make catches that seemed impossible when the ball was hit.

Outfielders should never hold the ball a second, but cut it for the infield at once and give no chance to the base-runner to take advantage of slow work.

Outfielders should practice taking the ball in a position to throw, and learn how to take a ball after a long run and turn.

Outfielders should study the different batsmen closely. They should have an understanding with the infielders, as well as the players in the outfield. Once a player sings out "I have it," he should pay no attention to the other players, who should simply back up the man who first called out.

The right fielder gets more flies out of his position and more fouls than does the left fielder.

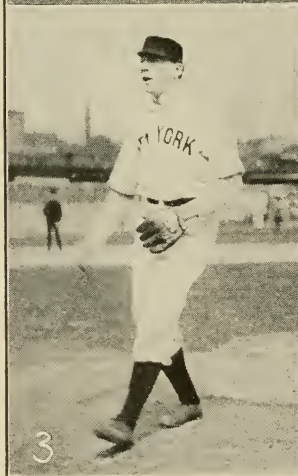
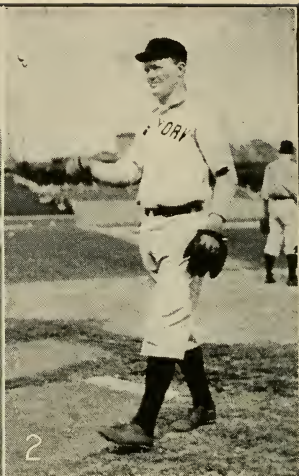
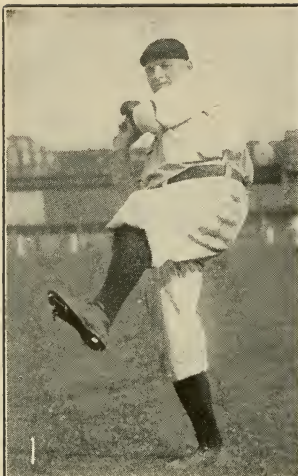
The right fielder must be ready to back up second base whenever possible, and he must be ready to back up first base every time a throw is made to that sack from any of the infielders or from the catcher.

There is a great chance for the young man with the quick-throwing to make a reputation for himself in right field. Many opportunities come to the right fielder to make unusual throws. I have seen many a fast base-runner thrown out at first base on what looked like a hit to the right field.

That was accomplished because the right fielder was alert and ready to dash in to meet the ground ball as close to the base lines as possible.

The right fielder must be sure on ground balls. If there is any chance at all to get the runner at first after he makes what looks to be a hit the outfielder should be able to improve every opportunity.

The right fielder, like the center fielder and the left fielder, should be an excellent judge of all batters. After seeing a man



1—Joe McGinnity, the "Iron Man." 2—Luther Taylor. 3—Leon Ames.
4—George Wiltse.

A GROUP OF NEW YORK PITCHERS.

Photos by Pictorial News Co. and Hedley, New York.

bat once he should know whether he is likely to hit in his direction.

The right fielder should also be ready for every batter who comes to the plate. There is no way to tell when a man who nearly always hits toward the left is going to tear one toward the right field.

The center fielder and the right fielder should have a signal fixed with the second baseman so that individual may be able to tell which one of the players is to take a fly that falls between them. Collisions may thus be avoided.

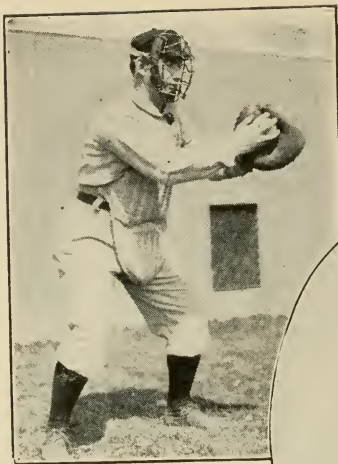
When the second-baseman calls out the name of the outfielder who is to take the fly the other should stop on the instant and not insist upon taking it anyway.

Only experience can tell the right fielder which way this or that batter is going to hit. This experience may be gained by himself in a few games, for he should always know where each batter usually hits.

The right fielder should never go into a game without practicing in his position. This is so he may become familiar with the grounds and with the direction and velocity of the wind. The wind is an important factor in all outfield playing. Unless the outfielder knows how it is blowing he is likely to be fooled badly the first time some batter knocks a fly toward him.

Quick starting has much to do with success in getting to where the ball is. In order to be able to start quickly the outfielder must have a judgment so keen that it will tell him almost the square inch where the ball will fall.

In playing the outfield, if Harry Bay, Keeler or Flick happened to be on second base and a base hit was made to me and I fumbled the ball, there would be no use throwing to the plate to shut them off, unless the pitcher or catcher should be wise enough to intercept the throw to catch the batsman should he try to go down to second on the throw in. With a slow runner on second, should you fumble the ball in the outfield, the chances are you could get your man at the plate on a good throw, but the main thing is to have the play figured out before you make it, then you can't go wrong.



ROGER BRESNAHAN,
Catcher.



**FRANK
BOWERMAN**
Catcher.



DAN MCGANN,
First Base.

THREE MEMBERS NEW YORK TEAM.

Photos by Hedley and Illustrated Outdoor News, N. Y.

THE FINE ART OF BATTING

Batting is the one department of Base Ball where a boy or man must have a natural talent to make good.

I have known of cases where a very ordinary batsman finished a season with a top-notch batting average, but the same player was sure to fall off the next season.

The old saying that batsmen are born and not made comes very near being correct, although any player can improve by faithful practice and intelligent thought on the subject.

Each player will have his own style at the plate, finding it easy to fall into some style unconsciously. He should be allowed to continue in this style unless there should be a semblance of pulling away from the plate, for only the aggressive batsman reach the top of his profession.

It is a rare thing nowadays to see any man outside the battery players pull away from the plate. Once a pitcher notes this weakness he has his man at all times if he is careful.

The preliminary swing of the pitcher is often likely to bother the timid batsman, for he will often lose track of the ball. The batsman should pay little attention to the pitcher until about the last move before sending the ball to the plate, when being ever-ready and in a natural position he can follow the course of the ball.

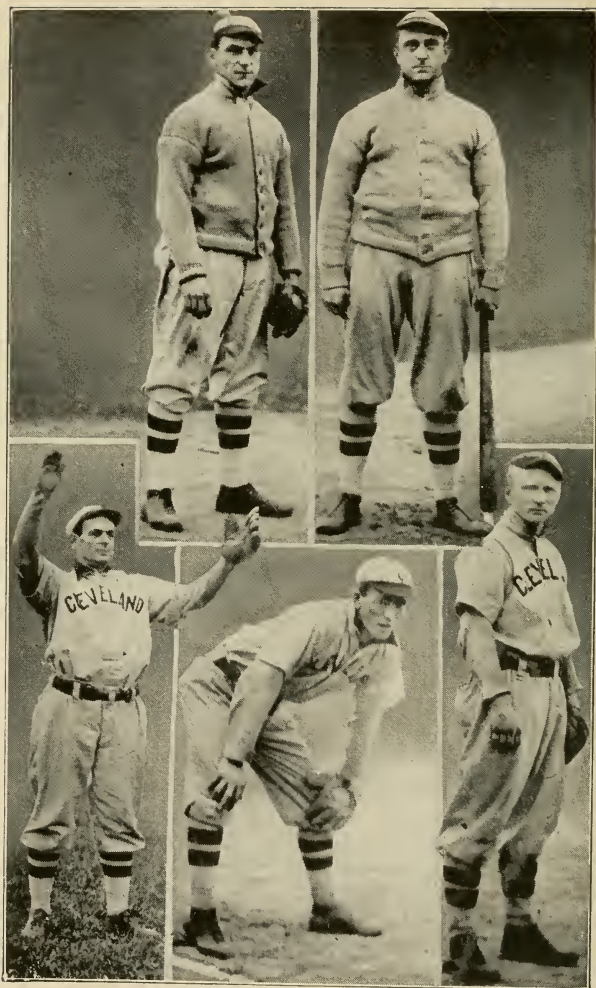
I fully believe that all men can bat to better advantage while gripping the bat up short.

All pitchers try to get a line on the batsman by noting their footwork and general attitude at the plate.

"Cy" Seymour says: "Know your pitchers and keep close tab on the position of the fielders. I ascribe a large portion of my showing to the hit-and-run game.

"I would give the runner on first base his signal for a steal and then aim to hit the ball through the shortstop's or second-baseman's position, according as the one or the other left it open to cover the bag and catch the runner.

"For that very reason I rarely or never seek to run forward past the plate and meet the ball before the curve breaks. By playing as far back of the plate as possible I get that much more time to be sure which infielder is going to cover second base. A large proportion of my base hits were made in this way .



Flick Lajoie Bernhardt
 Stovall Turner
 A GROUP OF CLEVELAND PLAYERS.

"Then, again, I am not particular about using any special bat. For a pitcher who serves slow ones and uses his head I use a lighter bat, but when a pitcher relies mainly on speed I find a heavy bat more serviceable.

"I don't grasp the bat at the end, because I find I can control it better and meet the ball more accurately by holding the bat a few inches from the end. Being able to place the ball in the various outfields helps a whole lot, for the fielders then are puzzled where to lay for you. And yet some good hitters, like Roy Thomas, almost always hit to the same field.

"It's a mistake to try and slam the ball all your might. Hit it a good, solid lick, but you can do better inside work if you don't try to rip the cover off every time you swing at it."

Seymour, like most batsmen, can be helped out by a good man ahead of them on the batting list, as a clever base-runner will keep the pitcher guessing and also keep the basemen on the alert, thereby creating more openings for safe hits through the infield.

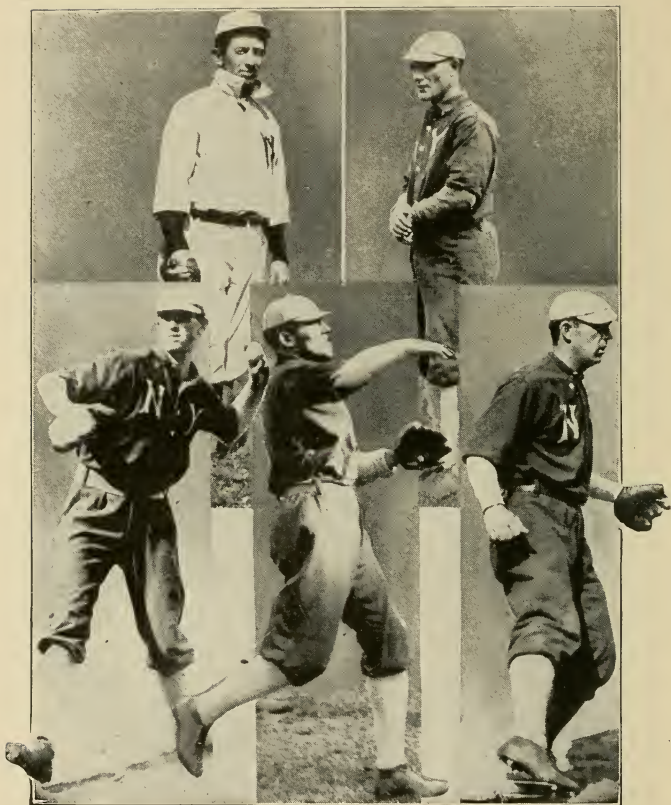
Slugging is of very little account under the advice of Mr. Seymour.

I consider Clarence Beaumont one of the most scientific batsmen in the profession. Read what he says about getting out of form:

"Good batters are often asked why it is that they occasionally have slumps during which they go for days without hitting safely. All of them meet with this experience at times. In my own case, which I suppose is largely the same with other players, the trouble comes from what we call getting out of stride. In hitting the ball, all good batters take a step forward. This step is called the stride. My stride is about eighteen inches. Suppose I unconsciously increase this stride to two feet. This looks like a small matter, but in reality the additional six inches causes me to lower my bat a trifle, with the result that I hit under the center of the ball, which sends it up in the air instead of out on a line as I intend. The eye has nothing to do with this. It is simply a habit which comes on the player before he is aware that he has contracted it. The remedy lies not in trying to accustom yourself to the new stride, for that you probably could never do successfully, but in getting back your old step. Constant practice is the only means of doing this, and it has sometimes taken me three weeks to overcome the trouble."

Beaumont might go farther and say a batsman will often lose his best preliminary swing and come to the ball out of form to see it soar into the air when he has aimed at the dead center.

Some good batsmen never take any preliminary swing, depending wholly on footwork, while a number of batsmen take the



Chase

Keeler

Orth

Elberfield

LaPorte

A GROUP OF NEW YORK AMERICANS.

bat at the extreme end and take a long swing, usually cutting a triangle before swinging for the coming-in ball. Nothing is more graceful, but the timing of the swing must be absolutely perfect to win out, and a clever pitcher will be quick to see his advantage.

Don't be afraid of the pitcher. It is easy to avoid being hit by a fast one and slow ones never injure any one.

Men have been hit by pitched balls as the result of the pitcher sending in just the ball not expected after the batsman had figured that he was posted. A good bit of advice from a leading player is worth quoting. He says:

"To the young player I would say: 'Don't get in the habit of planting your feet on the ground and not moving them until you have swung at the ball. Get a stride and advance a little toward the ball as you hit. Do not step too far and accustom your eyes and hands to the change such a step makes. Learn to hit squarely every ball that passes over any part of the plate between the knee and shoulder, and devote the most practice to what you are weakest on. Learn to think and act quickly and to keep your head at all times. In a contest, do not always do the same thing under the same circumstances. Give your opponent a surprise whenever possible.'"

The above advice is well worth considering by the old player as well as the youngster. Step up and meet the ball; it puts the pitcher on the defence and makes the other players feel they have a game player to handle, and nerve is half the battle in Base Ball.

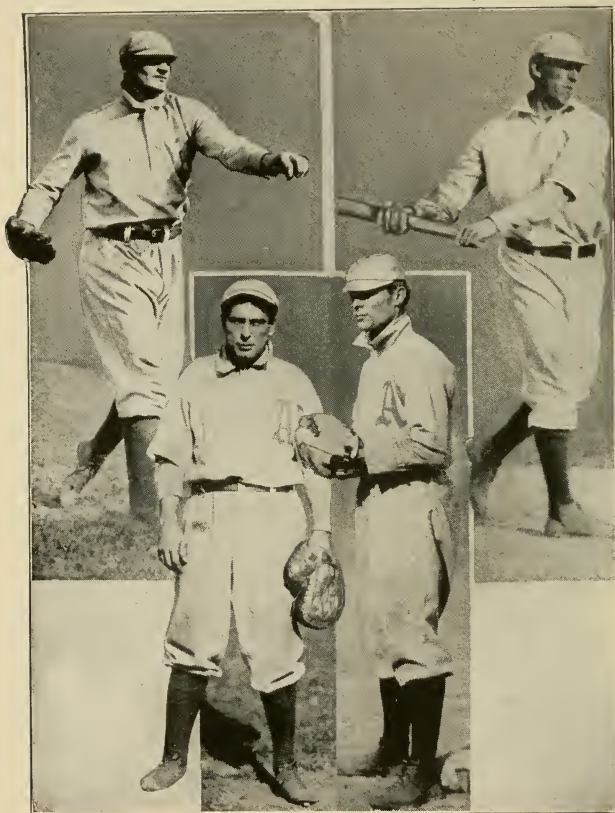
Always go to the plate to hit that ball in the center, no matter who the pitcher may be, for all can be found, as they must get the ball over that rubber 17 inches wide.

Another good "sticker" says:

"If I were facing a pitcher who depended mainly on speed, I would stand at the back of the batter's box, so as to have the advantage of the additional distance. I would do this, particularly if I wished to hit toward third base. But if the same pitcher had a good drop ball I would stand at the front of the box so as to be able to catch the ball before the break. If the batter has a weakness and the pitcher is taking advantage of it, the former must use his judgment and cunning."

The above is intended for left-hand batsmen and is sound and well worth heeding.

Practice and confidence will make a batsman, and he must practice continually to do his best work, and practice against good pitching. Therefore, *Practice!* PRACTICE!! PRACTICE!!! until you know your own speed, and then keep on practicing with the stick.



Waddell

Schreck

Davis

Plank

A GROUP OF PHILADELPHIA AMERICANS.

THE ART OF BASE-RUNNING

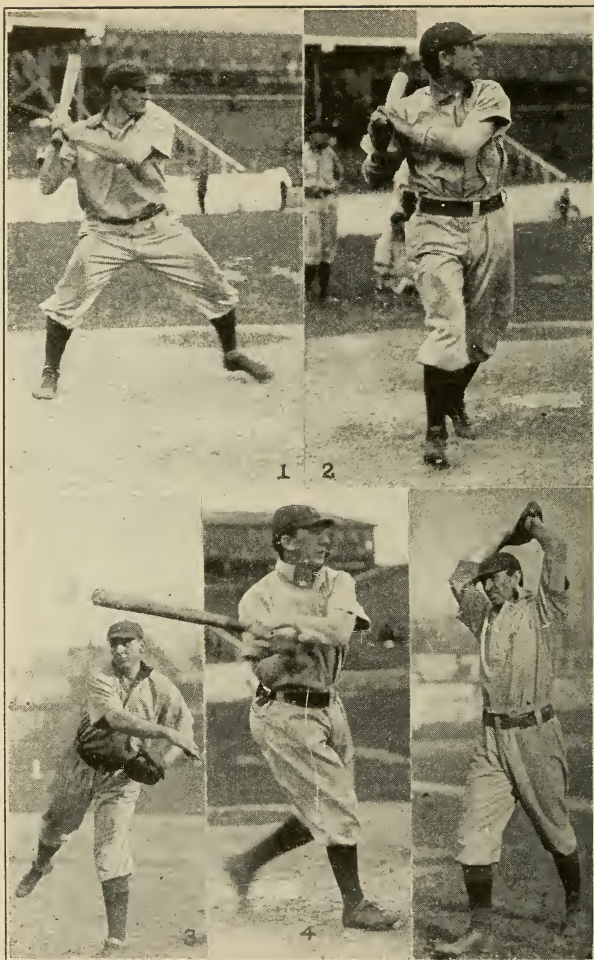
Head work counts just as much as fleetness of foot after a player reaches first base, and nothing will bother a pitcher any more than to know a clever man is ever ready to make a break for an extra base. It bothers the boxman much more than the man at bat, and for this reason pitchers usually pitch their poorest games against a lot of fine base-runners.

Once a player reaches first base it should be his aim to keep the battery guessing as to what move he intends to make. Taking a lead off first should be the study of every ball player, and no man can expect to bother the pitcher or ever steal a base if he has failed to improve his many opportunities to take the proper lead off the three bases, for the lead means everything on the bases, as a start means success in making a play in the field. Every man that reached first base should be taught the fundamental principles of base-running, including sliding to bases, as well as reaching the base from several feet away. Players allow the particular men who make a specialty of this department to have it all their own way, when every man should make the try.

It should be a part of the early spring work, for there is nothing more disagreeable to clever ball players than to see some of their own men "wedded to the bags," as they say, or failing to take the proper ground off the bases, when runs are valuable and the opposition is primed to take advantage of a dead one on the bases.

Players should practice starts from first in the spring and at other times when the opportunity affords. There is no danger of being caught while the pitcher stands with the ball in his left hand when pitching with his right. A running lead and quick return under these conditions will bother the players and in the general mixup the runner is more apt to call the turn and get the proper lead for second. Even if the runner never intends to go, he keeps his opponent's attention off the man at the bat and the runner has the advantage of changing to a hit-and-run game.

The base-runner should have a perfect code of signals with the next batsman to know just when to tip off, and what action to take when the ball is pitched. Certainly the battery will keep up a deep thinking part and will often call the turn, but that is



1, Wagner; 2, Clarke; 3, Nealon; 4, Ganley; 5, Leever.

A GROUP OF PITTSBURG PLAYERS.

Press Photo Co., N. Y.

in the game, and the quickest thinker and best executer will land the money in the long run.

Any ball player should know how to make the different slides. The feet-first slide leaves a runner in a position to regain his feet and be off for the next base if the ball is thrown wide, but the most difficult slide to block off is the wide head-first slide where the player reaches back and finds the base.

Taking two bases on a ground ball to right or center field should be accomplished three out of four times if the runner is on the alert against nine-tenths of the outfielders.

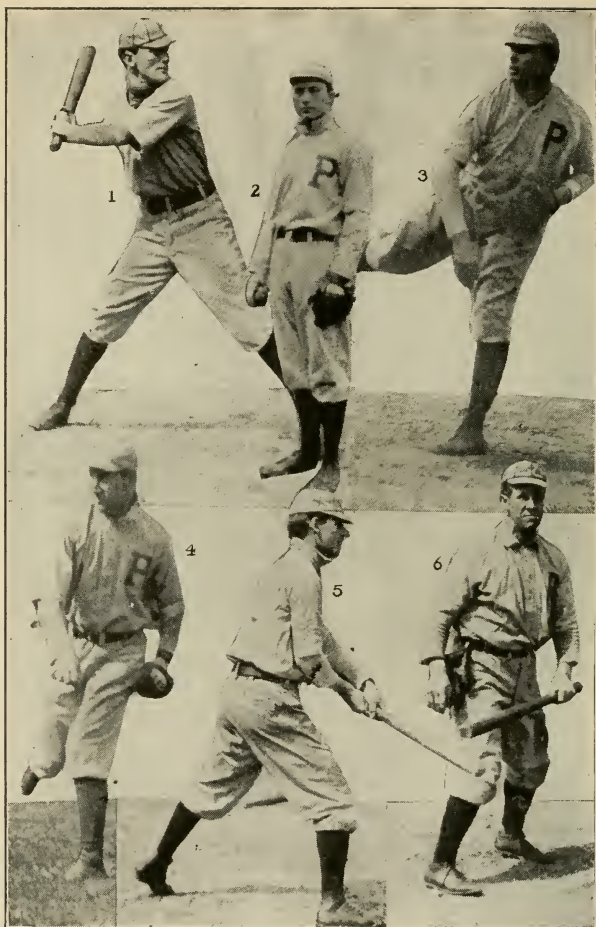
Don't watch the ball, and pay no attention to anything but the base. Don't turn your head to look either sideways or behind, as it is bound to result in loss of speed; and he shouldn't slide unless his pants are properly padded.

When you have got away you must judge the man on the sack, know how he stands and which way he turns. There is a way of twisting the body when you are going into the bag that brings you in feet first. Many times the man with the ball is there as soon as you are, but when he is ready to tag you, that twist will get a man out of danger. Some men have a habit of sliding to base head first, and some go in with their feet ahead of their body, but the way a man can duck and dodge, the twist I spoke of will save a speedy runner. Speed, judgment and ability to duck—these are the qualities that go to make up a successful base-stealer.

Let a good base-runner get to first base at a critical juncture, and if the previous proceedings have been dull and lifeless, action is at once instilled into the game. The pitcher becomes anxious. A good base-runner will bother him and handicap him in his work. The pitcher will often work harder for the man on the base than he will for the batter, giving the latter a big advantage. The catcher knows the slightest slips he may make will be taken advantage of, and the infielders know that they will have to work fast and sure to foil the runner, and at the same time be prepared to handle infield hits.

All this keys up the spectators to a high pitch, and causes them to watch every play with strict attention. The spectacular features of base-running have always been recognized. The start, a fielder's cry of "There he goes!" the throw, the cloud of dust and the close decision combine to make the play one of the most fascinating of the game.

Men like Stovey, Welsh, Ewing, Latham, Ward, Fogarty and Kelly never knew what it was to stand anchored on the initial bag and wait for a bunt or a hit-and-run signal. For them there was a moment's jockeying along the line, a sharp skirmish of wits and quickness, with the pitcher and first baseman, and



1, Dooiin; 2, Sparks; 3, Duggleby; 4, Doolin; 5, Thomas; 6, Gleason.
A GROUP OF PHILADELPHIA NATIONALS.

then a streak of light going down to second, a slide, a cloud of dust, and a frantic yell from the delighted crowd.

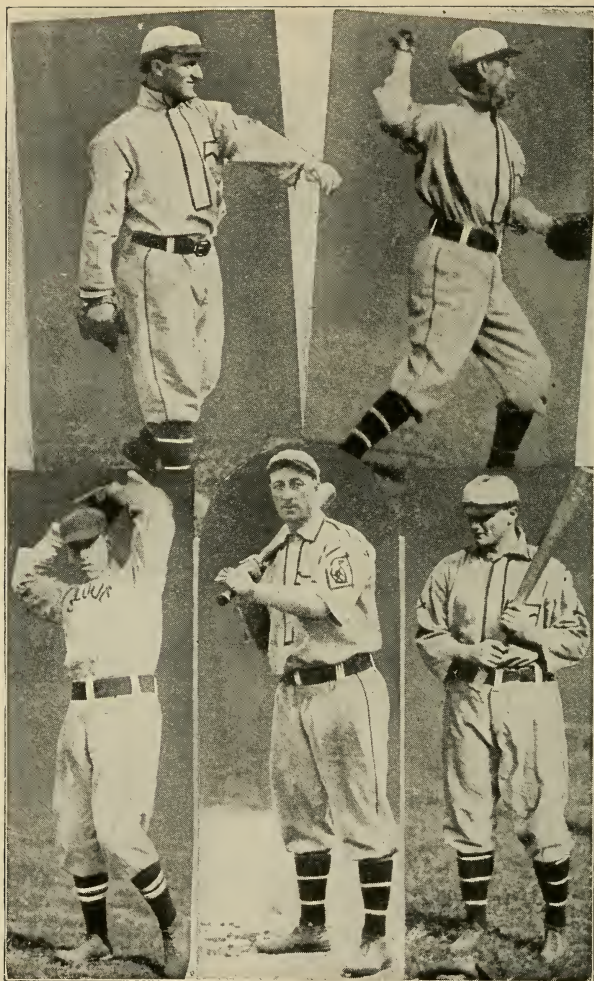
"The big mitt stopped the runners," said Dick Buckley, recently. How? Well, get a glove of the type used by catchers up to 1889, get a modern padded mitten, have somebody throw you a ball and it will all dawn on you in a second. When the old pitchers, firing from short distance and yet hurling them across with all their steam, sent them into the thin-palmed, finger-tipped glove of those days, the catcher always, and instinctively, drew back his hands as the bullet struck into the frail protection. Suppose a base-runner was under way, the catcher disengaged the ball from the glove and shot it down as fast as he knew how. After the big mitt arrived, the whole method of taking the pitch changed immediately. The catcher soon found that he could take the full shock of the fastest delivery in the great paw and that he did not have to draw back his hands. What did this mean to the base-runner and to the catcher's chance of trapping him! Only this—that the catcher, able to get the ball out of the big glove and ready for the throw in speedier time than when he wore the little glove, had just that much margin on the runner. And bases are made or lost by fractions of a second."

The player on second should give the runner on first the sign that he intends to steal. This will enable the man on first to prepare for a double steal. It is practically impossible to make a double play in this case, and in the event of the first runner being caught at third there will be very little harm done, as the second base will still be occupied.

With one man out it is always good policy to take chances in stealing third base, though, as it has already been pointed out, before attempting to steal, the player should be certain of a good start. He could then score on a long fly to the outfield.

In a close game, where hitting is light, a player should take more than ordinary chances on the bases. A wild throw or a dropped ball by a baseman will give the runner the chance he may be watching for. No play can be cut and dried on the diamond, and the runners must be prepared for any emergency, ready to take advantage of any weakness on the part of their opponents, and sacrifice individual efforts for team work.

Connie Mack gives a valuable hint on base-running. Most base-runners touch the bags with the right foot. Mack's idea is to touch with the left foot, because you can keep the turn shorter that way. Mack's theory is the correct one. The distance around the bases, actual measurement, is 120 yards, but in making the circuit a runner will cover at least 128 yards.



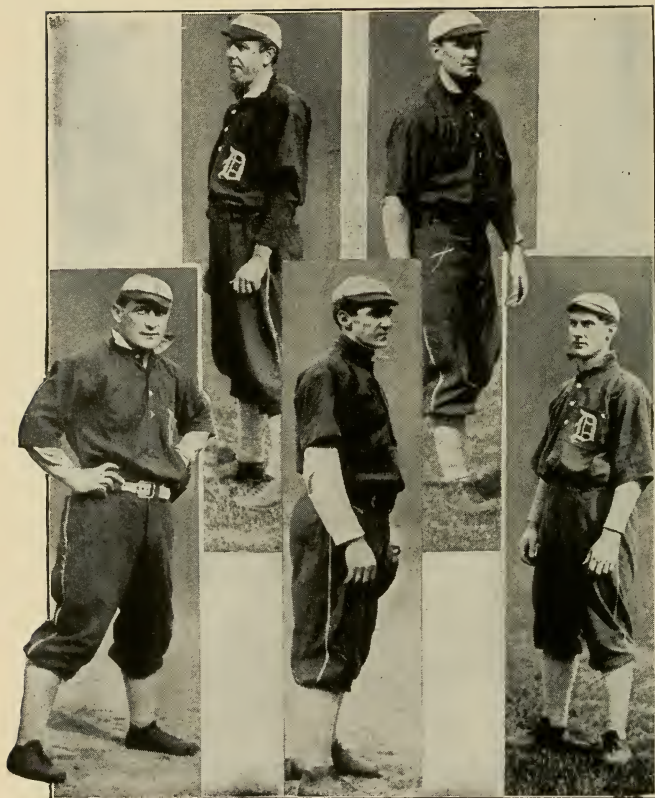
Stone
 Howell Jones Wallace
 Niles
 A GROUP OF ST. LOUIS AMERICANS.

There is nothing that will discourage one team and please another more than dumb base-running. It is far better to hold your base until batted around than to run the bases without judgment.

As an example of this I will point to a play that took place in one of the games for the world's championship at Chicago in 1906. Rohe was on third base, with one out, when Dougherty drove a fierce liner to deep right center that Schulte made a clever catch of and threw home in time to get Rohe at the plate. Thinking the ball was hit safely, Rohe started for home. Seeing that the ball was caught he returned to third, touched the base, and again started for home, to be disposed of. When he saw the ball hit to the outfield he should have returned with all haste to the base and been ready to start for home the instant the ball hit the fielder's hands. Had the ball been safe it was an easy matter to come in. If the ball was muffed it was also an easy matter. While if the ball was caught he could have beaten the throw home. Therefore, by dumb base-running, he lost one run and displayed the weakest kind of Base Ball. No brainy ball player could possibly have made this wicked blunder.

There never was a good excuse offered for running another base-runner down. The base-runner must keep his eyes open, and look ahead. Some ordinary runners become expert base-runners by using good judgment, while some of the finest sprinters, lacking the temperament, fall easy prey to their opponents, especially to clever catchers, and are noted for their dumb work on the base paths.

Base-running is one department of the game that has not advanced during the last twenty years, and the game is the loser, for there is no more picturesque feature than a team of "inside" base-runners in action.



Schafer

Donahue

Coughlin

Jones

Lindsay

A GROUP OF DETROIT PLAYERS.

THE SQUEEZE PLAY

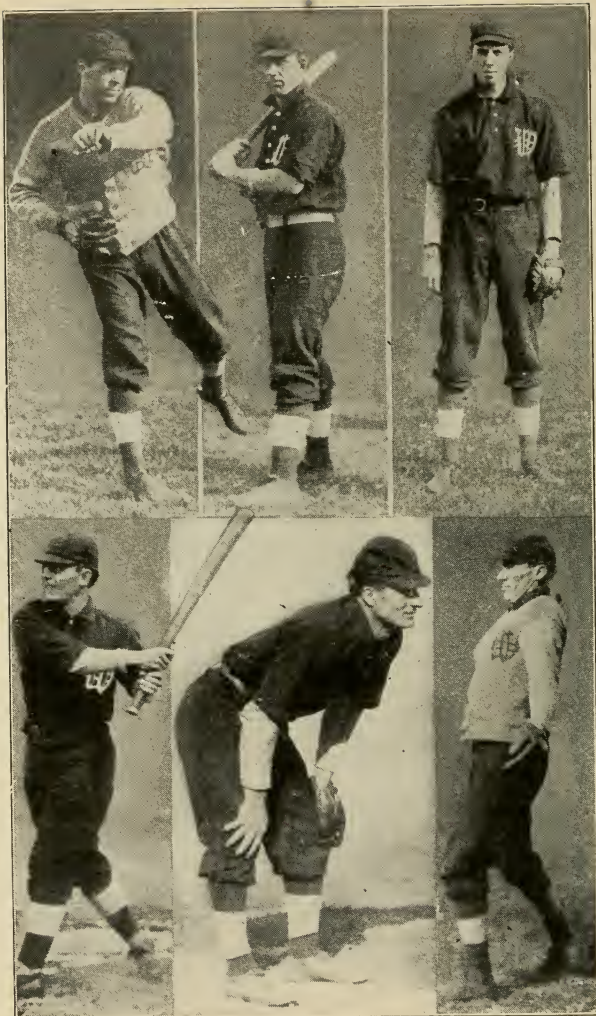
This is the most up-to-date play used in Base Ball at the present time and a valuable addition to the science of the sport.

The play is tried only with one out and a man at third base. The base-runner starts for home with the first preliminary swing of the pitcher's arm and tries for the plate, just as if making a steal. The batsman is supposed to meet the ball without any attempt for a hard drive, simply keeping the ball on the ground. If the ball is placed anywhere in fair territory there is no chance to get the runner going home; in fact, runners often score when the ball is pitched too wide for the batsman to meet it. Then the catcher is apt to drop the ball in his hurry. The play is seldom attempted unless the batsman is a good bunter. Then, too, it is not a good thing to try the play when the pitcher is laying for you, as he will keep the ball high and close to the batsman and nip the man coming home.

In close-score games the play is always favorably considered, and it is the unexpected that mystifies your opponent and rattles many a player.

The slowest runner can make the play from third, as it all depends on the man at bat to meet the ball and keep it on the ground.

In the number of times that I saw it tried last season, with the major league teams it was successful one-half the time, which was a percentage in favor of the play. But, like all moves in Base Ball, it requires good judgment in picking out the time to work the combination. When made, it has a demoralizing effect on the team who allowed it, while a failure has the same effect on the team to try it. No ball team, however, should be without the knowledge of the play, as well as a defence when others are apt to make the move.



Patten
Nill

Stahl
Cross

Falkenberg
Altizer

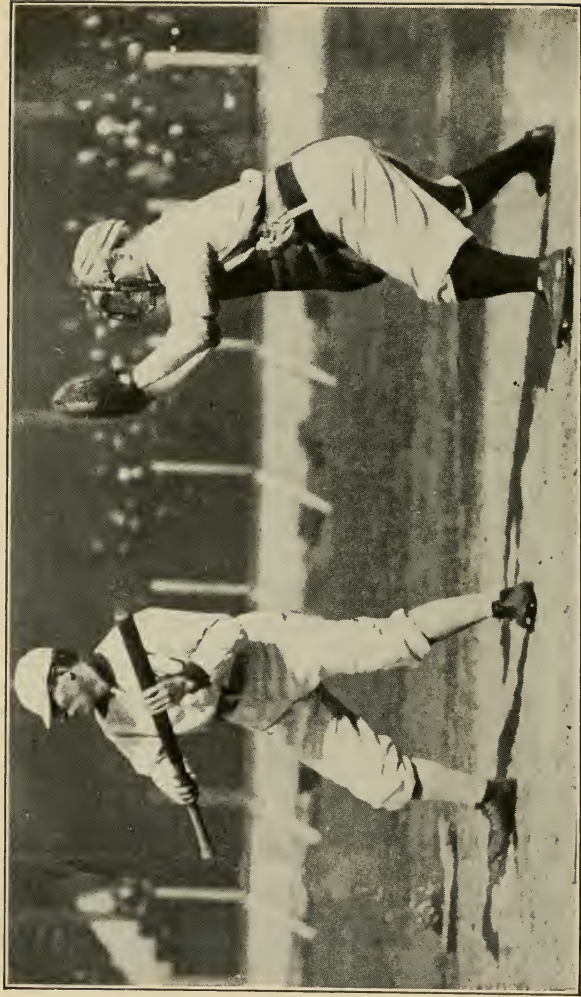
A GROUP OF WASHINGTON PLAYERS.

THE DELAYED STEAL

The delayed steal was worked last season as never before, until with several teams base-running became one of the most important parts of the game, and it required a clever catcher to stop it even with sharp, accurate throwing. Ever on the alert, the runner would take the limit of ground off first. A throw to first would see him off for second, where he would beat the throw five times out of six. Then, again, the runner would hold his ground until the catcher had started the ball back to the pitcher, when he would dart for second. As the second-baseman and shortstop were playing wide and deep, it was a race for the base with the pitcher hesitating as to who would take the ball, with the chances all in favor of the runner landing safe. This play was also tried—and successfully—with a man on third, the runner making home as the ball was thrown to second base. The delay in starting was sure to throw off the men who were picked to take the ball and while the basemen were sizing up the situation the base-runners were making ground on either or both ends of the play.

A wideawake lot of players on the bases, willing to take a chance, will defeat a team of sluggers in a season's play. Base-running is the purest science of the game and the most picturesque department. The double steal, the delayed steal, and the steal when the hitting is light, is a hard game to beat, and especially so if the throwing is not above the average.

With base-runners for opponents the strongest teams will have to keep a sharp lookout, for a fine base-runner is more dreaded when he comes to the bat, than the heaviest slugger in the business. Base-running has been overlooked by too many Base Ball managers of the present time.



This is one of the best photographs ever taken to illustrate how a batsman should bunt. The picture is of Fielder Jones, playing manager of the Chicago White Stockings, who is one of the most successful bunters now playing in base ball. Jones is a left-handed batter. Note carefully how he holds the bat and practice his position.

THE ART OF THROWING

A left-hand thrower is handicapped and should never attempt to play outside first base and the outfield.

There was a time not long ago when overhand throwing was considered the proper style to cultivate. Now a player must be fit to throw underhanded, and even toss the ball backhanded, as well as to scoop the ball when there is no time for getting into a position to make a throw.

When making a proper throw the hand should follow the ball. Snap throwing is a rare accomplishment and must be cultivated, while shoulder throwing is a big handicap to a ball player, as he is sure to lose time. The wrist, elbow and shoulder can all be used in making the ideal throw. The wrist and elbow properly developed will produce the best getaway throw, and should be practiced, particularly by outfielders.

Left-handed throwing outfielders are impossibilities when forced to use the shoulder to get the ball away. It is a case of "winding up," to see the base-runners beating the throw nine out of ten times.

In the outfield the players should practice continually to get the ball away, allowing the infielders to make plays from shorter distances.

A clever man will swing into position to receive a ball before making a hard throw. No man can throw hard and accurately without taking a step forward before letting the ball go. One of the finest throwers I ever saw was a young player with a lame shoulder who developed a wrist throw that was marvelous for speed and accuracy.

Edward Crane, the greatest thrower for long distance the game has produced, never used his shoulder, when making a throw. In fact, the long distance throwers have never been what is known as shoulder throwers. About the only fine throwing catchers who used the shoulder have been Charley Bennett and Lou Criger, while the great catchers, Kling, Kelly, Ewing, Snyder, Sullivan, Clapp, Bergen and other good ones, were wrist throwers and danced the ball away like a flash.



.This photograph is an excellent one, showing how the batter should step "into" the ball. Captain Chance, of the Chicago Nationals, is batting and is just at the point of bringing his club around.

THE USE OF SIGNALS

It would be impossible to play up-to-date Base Ball without a variety of signals, well understood by each member of the team.

It was only a few years ago when the battery alone used signals; now every man on the team should know the style of ball the pitcher is about to deliver, and whether it will go close to the batsman or a little wide of the player. The fielders will then have a chance to be on the move in the right direction nine times out of ten—a winning percentage. Charley Snyder was the cleverest catcher the game has produced, when it came to signal work. He never allowed his pitcher to look towards a base, unless when throwing the ball. Snyder would give the signal to the pitcher in position to deliver the ball, but never until he had sized up the base-runner and had him working back to a base. Pitchers are apt to give too much attention to the base-runner and weaken their chances to get the man at bat. Snyder avoided this condition, and had his pitchers always in a position to let the ball go the instant that he gave the signal.

In throwing to first and third, to get a man napping, Snyder would give the signal one ball before he was to take the chance, giving time for all to be on the alert to back up.

The game has grown so full of moves that a clever man handling a team from the bench will be kept very busy, and must know the signals as well as the players. Managers should not labor under the impression that signals will avail if the ball players are absent. It takes clever men to work with the slight moves, and suggestions necessary for team work, for open signal work is very easily detected by your opponent, who will instantly turn his knowledge to his own advantage.

Signals, however, are positively necessary for a team's success in up-to-date Base Ball when team work is called for.



WILLIE KEELER,

Characteristic attitude of New York Americans' right fielder. By all he is considered to be one of the best outfielders playing base ball, and in this photograph an excellent representation is given of the manner in which he steps into the ball when he bats

SHORT TALKS ON A VARIETY OF BASE BALL TOPICS



BASE BALL GROUNDS.

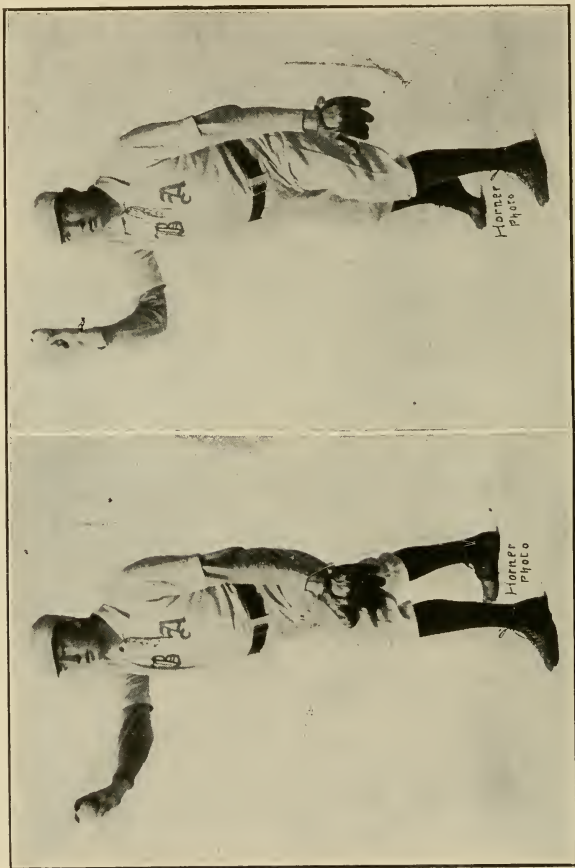
There is nothing more pleasing to the eye of a ball player than a fine ball park, with a level surface well kept.

Skin diamonds will do where nothing better can be found, but Base Ball must be played on a turf diamond to bring out all the beauties of the game.

Some of the oldest ball clubs in this country are even to-day content with second and third-class infields, handicapping the work of the players, and forcing the patrons of the sport to witness many misplays, due wholly to the rough surface.

The infielders must make plays on the dead run, and being often forced to time a ball between bounds, depend fully on the grounds being as smooth as a billiard table, as the least thing will throw a ball out of its true course, and only the real phenomenons can play grounders on a rough surface. Here and there you will discover a player who will trap a ball between bounds in such a way that a rough surface is overcome. The average player, however, must have a smooth surface or show up badly at times. Nearly all of the hard drives to short and second are picked up on unturfed grounds, first and third alone being forced to face the hot shot as the ball comes off the grass.

Nine-tenths of the misplays made in the outfield on ground balls are the fault of the ground not being properly leveled and cared for. With the large receipts from the big games, every major league club in particular, and all professional clubs in general, should furnish a level surface for the game, and have the same kept in order, so that the players will be responsible for only the actual mistakes they make. Perfect ball grounds will improve the game twenty-five per cent, and be appreciated by the followers of the great sport. To roll true, a ball must have an even surface, and the more perfect the ball rolls the more ground will the players cover and the more speed attained for the pleasure of the spectator.



CV YOUNG

First—Showing his position as the ball leaves his hand for a fast raise. Second—Showing his position while sending up an out-curve. Natural and graceful positions.

PRELIMINARY TRAINING OF PLAYERS.

The major league teams go south for early practice while the minor league teams must work out at the home grounds. This is not so bad where the small leagues start the season quite late. The college teams usually work out in the gyms and cages before taking to the open fields.

I have gone south with a Boston team now for seventeen straight years in the early spring, and made careful notes of the work done by the players. Manager Frank Selee was in charge of the team a number of years, and I believe he was the very best trainer that I have known and brought his men to the starting line in the best condition.

The very first thing that Manager Selee did was to put each man on the scales and get his weight. He would look out for the men's diet and at the close of each week, weigh the men once more. In this way he knew just what work to map out for each player and then saw that his orders were carried out.

The great danger in the spring is sore arms, and the greatest care should be taken in this line of work; in fact, men should not be allowed to throw the ball around the diamond until a week's training, and then only with great care.

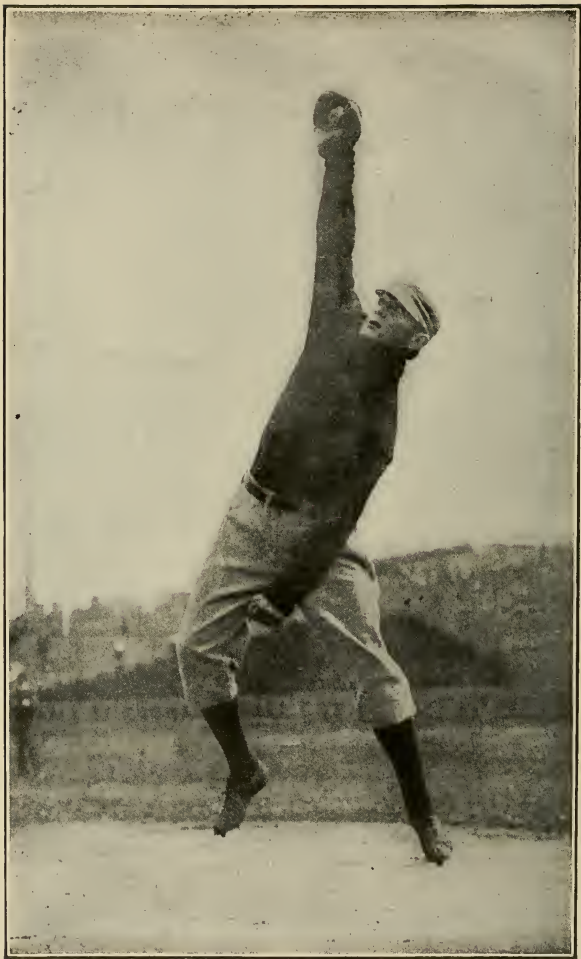
The players should first jog about the bases until all soreness has gone, when they should practice sprinting, and give a great deal of time to starting and turning the bases.

Pitchers should work daily for weeks before attempting to let out, and the catchers should be more cautious than the other players when throwing the ball.

When the men are in shape then extra speed should be tried for and the development of team work practiced constantly until the men could make the play blindfolded, figuratively speaking.

The young pitchers should do the bulk of the box work in the cool spring weather, as the older pitchers should be allowed their own time to come to the line, as they know best when they are in winning form, and all love to work when on edge for a good performance.

When ready for practice, keep a pitcher in the box to bat against, and spend at least one-half of the time in bunting and place hitting. No player ever got too much batting practice. It isn't necessary to smash away at the ball simply to get your stick against the leather, and don't wait for balls to be sent you in a groove. Nine men out of ten who are successful in bunting the ball, or placing a pitched ball, grip the bat up short, as they have a better control, and more likely to meet the ball. Infielders should work with all the speed possible in practice, as this will show to advantage when in the games later on.



FRED TENNEY,
Who is a left-hand thrower but equally expert with both hands,
in catching throws at first. He is a wonderful ground coverer.

Distances must be so well gauged that a player could make the play blindfolded, and this is brought about by speed practice.

I think one of the worst features about spring training is the way managers run their players to and from the ball parks, mostly through the paved streets of cities. The proper way would be to take the men to the ball parks in conveyances, and after giving them all the work they could stand, bring the tired men home the same way. After a hard practice a long walk or run to the hotel leaves the player in weak condition and all desire for speed vanished. The ball field is the place to train a ball player.

The minor league players, handicapped by weather conditions, must be brought to the line by slow stages. Their one advantage is youth and players can stand most any kind of weather until they have encountered lame arms or strains of any kind.

College men take too much work in cages and gyms. The batting practice is absolutely injurious and the only good may be a development of pitchers and base-running, and the chances are that all players are starting under a handicap when they do their preliminary work indoors. Professional players have come to the conclusion that reading at night or on the cars is injurious to the eyes and therefore should be avoided as much as possible by the fraternity. This is one reason that college men soon drop out of the business on account of weak stickwork, for eyesight is everything when it comes to hitting cleverly pitched balls.

NERVE COUNTS IN BASE BALL.

One of the most essential ingredients to a winning player's makeup is nerve. Without a strong nerve a ball player has little chance of winning a place among the stars of the profession. Although several have shown to good advantage as players, yet a lack of nerve at the time when it required staying prowess lost for these men the wholesome respect of the Base Ball fraternity, who admire nerve, perhaps more than brilliant playing qualities.

A player who will become rattled is an easy man to beat out, but just as soon as the discovery is made that a player has the nerve to go the distance, he is then passed up as one to be left alone. On the other hand, let it be whispered about that a player lacks nerve, and he is sure to become a mark for his opponents, who will bother him in many ways and keep his attention off his work.

Men strengthen their nerves by playing together; often weak-hearted players will brace when blended with a nervy bunch, as



JENNINGS

With hands outstretched as a target for the fielders when throwing to first base. A great help to poor throwers.

the latter will see the advantage of encouraging their fellow-workmen, who has the ability, but not the fire, to be effective under trying situations.

Some ball players fairly shine when the situation is critical, and extra fine work is called for. They become cool under fire and plan their defence like magic. They have strong nerves and hearts that beat with the regulation of an old hall clock. Matched against this brand of ball player, what chance has a man with a fluttering heart and a nerve affected by every passing cloud?

To keep the nerve keyed up to its proper strength ball players must take care of their systems, by avoiding all dissipation, and not live the strenuous life. Those who start without the real nerve can never be expected to develop the favor, although association with the real thing will help considerably.

PLAYERS SHOULD KNOW THE PLAYING RULES.

It can be set down for a positive fact that less than one-half the professional ball players fully understand the playing rules.

Only a small majority of the ball players make any study of the rules, and are ever at a loss to explain complicated plays and show surprise at the umpire's findings.

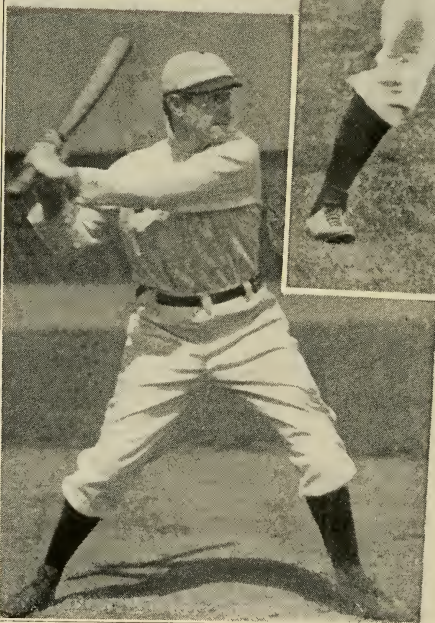
Usually all is left to the captain of the team, who is supposed to read up on the new rules each season and teach the men before the regular games begin.

The wise player will carefully read the rules and become thoroughly posted at all times, protecting his own game, and showing that he takes an interest in his business.

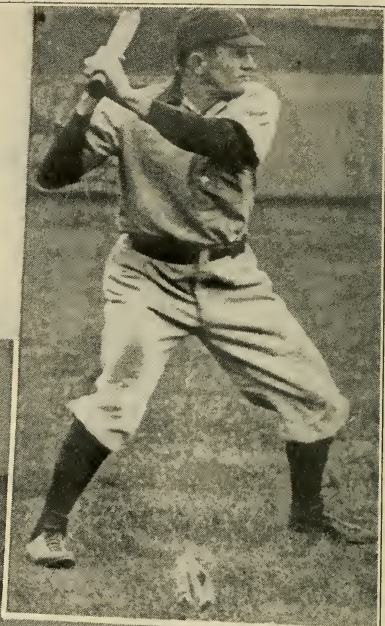
I have seen hundreds of men apply for umpire berths and felt competent to make good, until they were asked three or four off-hand questions, when they were forced to admit they had not learned their lesson before applying for the place.

I never knew but one man who could explain the meaning of every rule in the SPALDING OFFICIAL GUIDE, and that was the late Harry Wright, who was absolutely letter perfect, and always willing to teach all comers. Base Ball was a deep study with Mr. Wright and each spring he would hand each of his players a book of rules and expect each man to read carefully, and be prepared to answer any question that he might ask. By this system the players under Mr. Wright were always far ahead of the fraternity, and won many points by their better knowledge of the game.

The late Robert Ferguson was a natural rule maker, and always advised umpires to consider "fair play" when in doubt



JOE DELEHANTY,
Boston Nationals.



HANS WAGNER,
Pittsburg.

about a rule. Ferguson contended that the umpire alone could make ground rules, as there was no provision in the GUIDE until "fair play" and Ferguson's rules became synonymous. Players should learn the rules.

COLLIDING ON THE BALL FIELD.

Team mates colliding on a ball field during a game is wholly unnecessary, and yet many games have been lost in this way, especially before large crowds. During ordinary games, with little or no noise from cheering crowds, players can avoid all the trouble, by calling out, "I have it," when the fielders are after a fly ball. No player should call out until he is sure that he can reach the ball. Then when he does call out the other player or players running for the same fly should play to back up, and give the man who is after the ball a fair and open field. Once a fielder calls that he has it, he alone should pay attention to the ball, and he should make every effort to reach the ball knowing that he had a clear field.

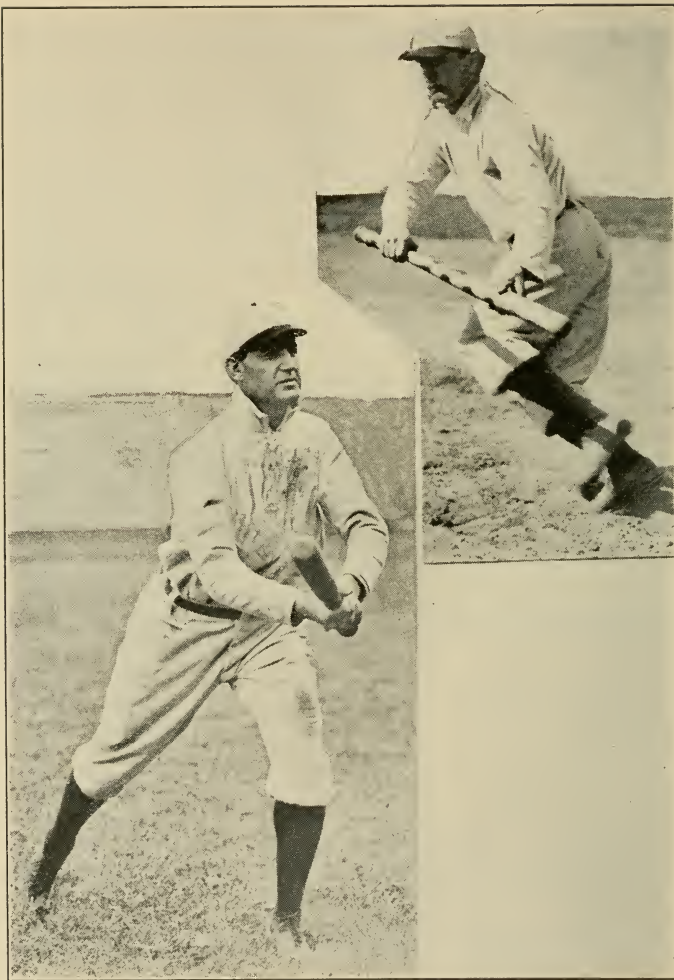
Where large crowds attend the games, such as were present at the great world's championship series, the players should work with signals, as it is impossible to hear what players say. I would suggest that as soon as a player finds he can take the ball, that he stretch out his arms. This would not impede his speed and would be easily understood. In foot ball the player about to make a fair catch raises one hand above his head.

This signal would handicap a ball player at full speed, while throwing the hands wide apart is a natural move for a fielder about to pull down a fly ball.

Both the second-baseman and the shortstop are supposed to dash into the outfield at full speed for every short fly ball, and the fact that they are running with their back to the plate forces the outfielders to allow them to try for many balls that would have been easy for the outfielders. In cases of this kind all depends on the outfielder. If he calls out in time the infielder can stop. The trouble will come where the noise from the crowd prevents one player hearing the other. In this contingency the outfielder must protect the infielder by allowing the latter to make the play if possible; in fact, all depends on the outfielder.

CLIMATIC CONDITIONS DISCUSSED.

A ball player might be valuable to a club in New Orleans and of little use to a team in Boston.



ABBATICCHIO,
Pittsburg.

FRED TENNEY,
Boston Nationals.

The best players have found it next to impossible to give good satisfaction to clubs in Washington and St. Louis, to feel at home and do good work in Boston and Chicago.

It is a rare thing to find a major league pennant winner from an inland city, and the reason for this is often given as the result of climatic conditions.

For example, the great pitcher, Cy Young, was all out of condition and pitched a few games for the St. Louis club. He enjoyed the distinction of being considered one of the best for ten years at Cleveland, and kept up his splendid work as soon as he came to Boston. He claimed that St. Louis did not agree with him, and it was too hot there in the summer, while the cool breezes of the lake at Cleveland, and the sea at Boston put him on edge for his best work.

For years players have fought shy of Washington, while delighted to play in New York, Philadelphia, Boston, Chicago and Detroit, where the conditions were more favorable for invigorating weather.

Players pass from the big leagues of the north with lame arms and other ailments to revive as soon as they take up their homes in the Southland. The east winds of Boston are trying to pitchers who depend on curving, while the South is the proper country for the player with a lame arm. The players seldom mind the heat in the South, as it comes gradually and is generally cool at night.

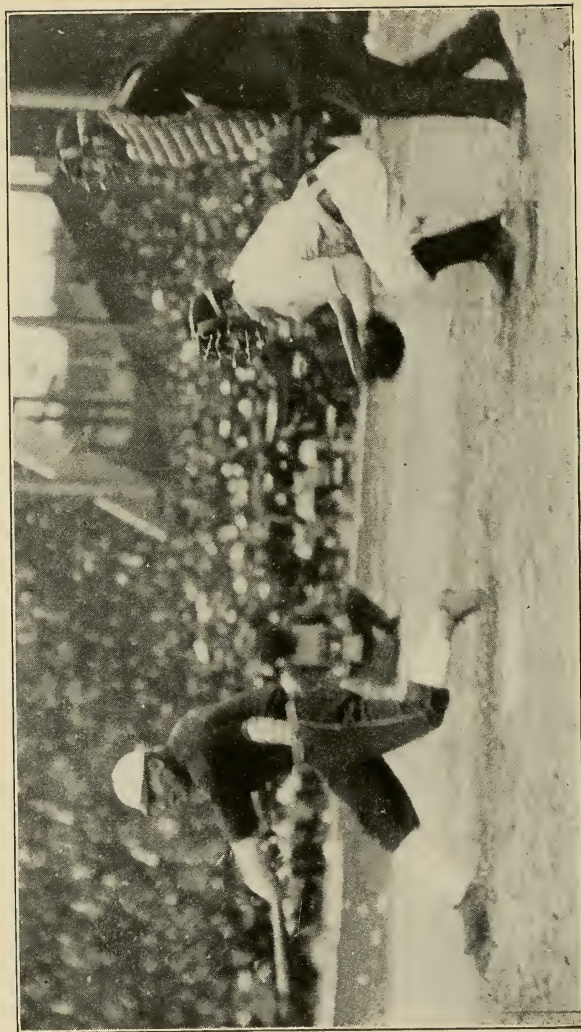
Going West into the higher altitudes, the weak lunged players will find the best playgrounds, for a young man may be a frost in Boston, and win the applause of the fans in Denver. Large sized players have a chance to do their best work in the cooler cities, while the smaller player will thrive in the South and far West.

Washington and Cincinnati have never been able to win anything more than a minor league championship since Base Ball became a national institution.

Boston, New York, Brooklyn, Chicago, Baltimore, Detroit and Pittsburg have monopolized the honors under organized ball, and Pittsburg, the city at the junction of two rivers, had to strike her colors when she met the vigorous youth of Boston, fed on baked beans and east wind.

The most delightful cities to play ball in for a season are San Francisco, Oakland, Portland (Oregon), Boston, New York, Brooklyn, Philadelphia, Cleveland, Detroit, Chicago and Milwaukee, and other cities close to the salt water and big lakes.

On several occasions Cincinnati started out with pennant possibilities, but was never able to finish in the fast company of the major leagues. The only team that ever won for the Queen



WORLD'S CHAMPIONSHIP SERIES—HAHN, OF THE WHITE SOX, AT THE BAT, KLING CATCHING,
JOHNSTONE UMPIRING.

City was the famous Cincinnati Reds, of '69 and '70. The team was made up mostly of Eastern players and four-fifths of the games were played away from home.

Where teams are as evenly matched as they are at the present time, in the major leagues, the climatic conditions will tell the story nine times out of ten.

In picking a team for one of the warmer or inland cities it would be well to select the kind of player most likely to flourish under the conditions, and the older the player the more particular he becomes; and while able to hold up his end will be apt to pick out the place instead of being selected. I know of several players who failed to put their best efforts forth, simply because they were anxious to go to other cities, where the conditions would suit their physical makeup.

The mistake is often made of training a ball team in the warm weather of the far South, and then bringing the men to the North for severe games. The result is bad and often very costly to the club. A gradual drifting from one climatic condition to another is a fairly safe proposition, but there is nothing more dangerous to limb and muscles than quick changes from South to North in the early spring.

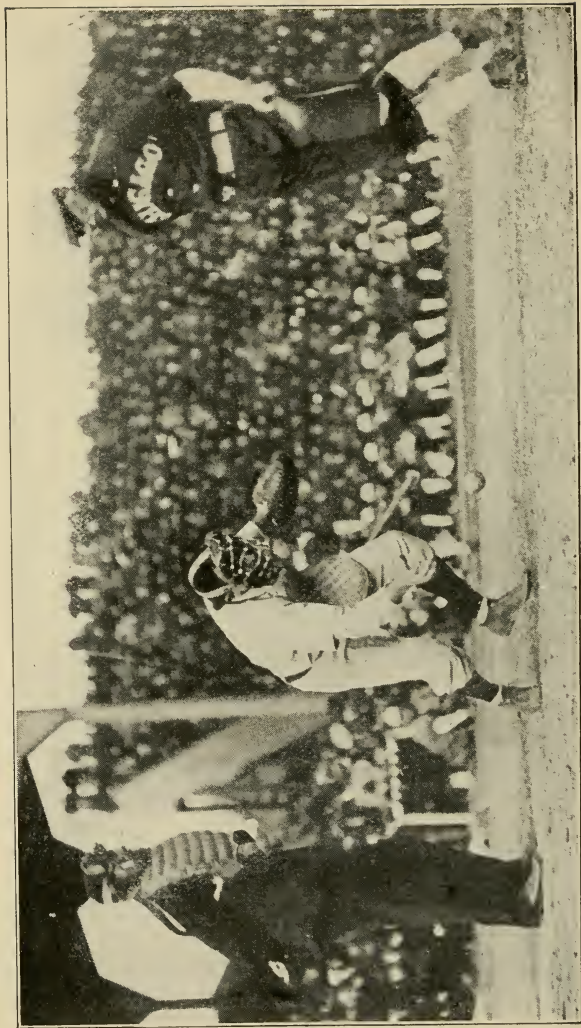
Curve pitchers can do their best work in the warmer climates, while the best batsmen are in their glory with the cool, bright, sporty conditions of the climate.

THE KNOCKER IN BASE BALL.

There is absolutely no room for the knocker in a successful Base Ball team.

Some of the strongest teams ever organized have gone to pieces as the result of adding this microbe to the payroll of a ball club. There is no instance in the history of our game where a pronounced knocker has ever shone as a success, while a long string of signal failures were branded as champion knockers after showing their true colors in the handling of great ball players.

A few names stand out in Base Ball as successful managers of men on the ball field. First comes Harry Wright, who originated and developed professional Base Ball; then comes A. G. Spalding, A. C. Anson, John M. Ward, Charley Comiskey, Frank G. Selee, Edward Hanlon, Fred Clarke, James Collins, Connie Mack and John McGraw. Those men were in absolute control of their teams and no man living can point to one instance of knocking by this select band of successful Base Ball directors. Every team handled by these men contained one or



Umpire Johnstone.

Kling

SCENE IN GAME OF WORLD'S CHAMPIONSHIP SERIES.

Jones.

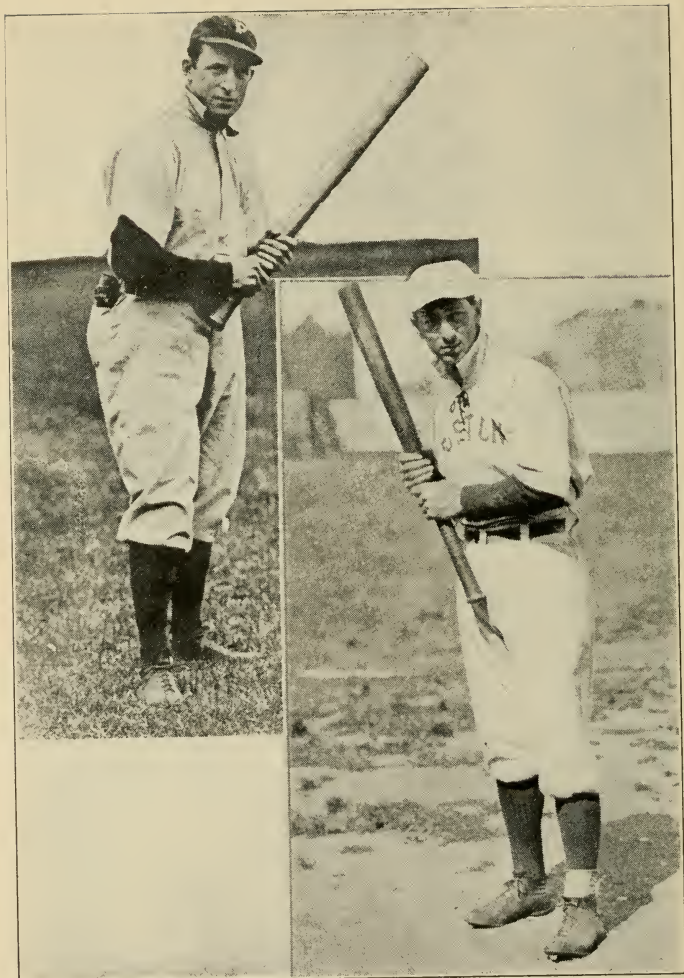
more grand master of the art of knocking, but were always marked men and held in place by the tact of the man at the helm.

In the major leagues every knocking player is a marked man, for the tip is passed along from one club to another, until the player is often released for this cause alone. He knows his own faults and each time determines to cut it out, but he cannot resist the temptation to indulge again in the exquisite pleasure when he finds a manager willing to listen, until once more passed up as a trouble maker.

The greatest ball players are as sensitive as the E string of a violin and the semblance of a knock will often put them to the bad. Deep-thinking players have grown wise to the effects of making offhand remarks about each other, no matter how inviting the occasion, until the professional ball player is gradually becoming a model of discretion.

I will take John McGraw for an example. Being in absolute control of his New York players, he is not hampered by the owners of the club. No club in the business has a greater number of men who have been knocked from one club to another as New York. With a full quota of knockers in line, McGraw has taken this combination and by his own example has rounded out a well behaved lot of professionals. Success will weld the players together and the men listen to "Little Mack," who is ever on the alert for their good will, while never afraid to call down the guilty man. McGraw has practically reformed several bad men. Collins, Clarke, Mack, Comiskey and Selee have tamed an army of erratic players. Players are like the strings of a golden harp, they forever need tuning up, and it takes a master hand and mind to blend the notes into perfect harmony.

Some of the best ball players in the past, have withered under the expression, "You're a knocker," until a clever manager, as well as the level-headed player, is ever careful not to come under this class. The meanest kind of a knocker is the player who carries stories to the club officials. If the men in charge are not bright enough to keep in close touch with the hired players, why, they are entitled to a shade the worst of it, is the rock bottom philosophy of the ball player, and this is what makes valuable a manager who is up to the inside work of the player, both on and off the field, and such were the accomplishments of the men who made a success in the Base Ball business. No superficial knowledge ever won out, and but one man in the history, not a professional himself, at one time, ever won the blue ribbon of success. That exception to the rule was Frank G. Selee, who ever managed to be surrounded with high



FRED CLARKE,
Pittsburg.

BOB UNGLAUB,
Boston Americans.

class lieutenants, who were never jealous of their manager and gave him their best efforts.

Frank Selee was ever on the alert for the knocker, and when he discovered one he was released in a quiet way and passed out of Selee's control. I could quote several cases in point while Selee managed the Boston club for a dozen years.

The president of a ball club should never resort to personalities about ball players in general, and particularly not about his own men, no matter how poor their work may be, for the players have their off days just as in other lines of work, and it is when poor luck is following closely they need the most sympathy. Once the players have pronounced the official of the club a knocker trouble begins and the club commences to lose the power of making money, and very often able managers are unable to get proper results, simply because they are forced to take orders from men who are not capable of understanding the laws of friction in a Base Ball club, where mind over matter is just as essential for success as a good pair of legs. Be charitable but firm.

Ball players usually know better than any one else when they are failing to make good and will ever listen to a fair criticism from the man in charge.

The pick of the profession could not land a team in the first division if compelled to travel with a knocker as leader. Hearts as well as heads and hands win ball games, and the combination, like an eight-day clock, must be continually regulated and looked after.

Let the fan knock, let the reporters have their little knock. The man who never attends the game is bound to knock on general principles. The team will thrive, even under these conditions, but let the officers of the club come under the head of knockers and there is no chance for success, for a ball team with a knocker in command is like a boat drifting onto hidden rocks with her rudder gone.

In the words of a Quaker Base Ball philosopher, "If you can't boost, don't knock."

SPALDING'S SIMPLIFIED BASE BALL RULES

The following simplified Base Ball Rules are based on the Official Playing Rules as published in Spalding's Official Base Ball Guide, and contain all essential features for the playing of the game. These Simplified Rules are intended especially for the amateur player and spectator, who may not have the time and inclination to study out all the technical points of the complete Code of Playing Rules, which, of course, are necessary for the professional expert. The game is divided into the important departments, under appropriate headings, with a special notation referring to the particular Official Rules in the Spalding Guide bearing upon that particular department for ready reference.

The Ball Ground— How to Lay it Out

Base ball is played on a level field, upon which is outlined a square, which is known as the *infield* or "diamond." The term "diamond" is also frequently used to apply to the entire field. The infield is outlined by bases, placed at right angles to each other, on each corner, beginning from the home plate. The intervals between bases must be ninety feet.

The territory outside the diamond infield is known as the *outfield*. All that portion of the field outside the base lines—which extend from home plate to first base and from home plate to third base—and all territory behind the home plate, as well as

all territory outside of a straight line reaching from the outside corner of third and first bases indefinitely to the outfield, is foul ground.

Sometimes it is impossible for lads who desire to play base ball to obtain a field sufficiently large for a regulation diamond, but in such cases they should always try to lay the bases out at equal distances from each other, in order that the correct theory of the game and its symmetry may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their game since they are better able to cover the ground in a smaller area and do not become so fatigued by running the bases when placed at their furthest distances.

The bases, except home plate, are best constructed of canvas filled with saw dust. Home plate should be made of whitened rubber. The pitcher's position on a regulation size diamond is located sixty and five-tenths feet from home plate and on a straight line extending from home plate toward second base. It, too, should be made of whitened rubber the shape of a parallelogram twenty-four inches long by six inches wide with the longer sides of the parallelogram at right angles to home plate.

On a smaller field the pitcher's plate should occupy a position at the same relative distance from home plate. If it is impossible to obtain canvas bags and rubber plates for the bases, other substances will do, but the materials mentioned are much more preferable.

(For detailed description, see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches, back of and on each side of [the home plate, and not less than 25 feet outside of the coachers' lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near their bench.

(See Rule 21 of Spalding's Official Base Ball Guide.)

Field Rules

No person shall be allowed on any part of the playing field except the players in uniform, the manager of each side, the umpire and officers of the law. No manager, captain or player shall address the spectators.

(See Rules 75-77 of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official League Ball is used in regulation games, but for players fifteen years old or younger, the Spalding Official Boys' League Ball, made same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Marked Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over 10 ounces and measuring not over 14 inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all the champion players.

(See Rule 20 of Spalding's Official Base Ball Guide.)

Players' Uniform

Games played by players not clad in a regular uniform are called "Scrub" games, and are not recorded as "Match" games. Every club should adopt a regular uniform, not only to enable the players to properly play the game, but to distinguish one team from the other.

(See Rule 19 of Spalding's Official Base Ball Guide.)

Number and Positions of Players

Two teams make up each contest, with nine players on each side. The fielders are known as the Pitcher, the Catcher, the First Baseman, the Second Baseman, the Third Baseman, the Shortstop, the Left Fielder, the Center Fielder and the Right Fielder. None of these is required to occupy an exact position, except the pitcher, who must be within the "Pitcher's Box" when pitching the ball to the batter, and the catcher, who must be within the "Catcher's Space" behind the batter.

(See Rules 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

A sufficient number of substitutes in uniform should always be on the field ready to take the place of any disabled player.

(See Rule 28 of Spalding's Official Base Ball Guide.)

Choice of Innings— Fitness of Field for Play

The home club shall have the choice of innings and shall decide on the fitness of the ground for beginning the game.

(See Rule 29 of Spalding's Official Base Ball Guide.)

General Definitions

Defines the meaning of the technical terms. "Play," "Time," "Game," "An Inning," "A Time at Bat," and "Legal or Legally."

(See Rules 78-83 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of one team in position and the first batter of the opposing team in his "box" at home plate. If it is not possible to outline a box it should be remembered that the batter is never allowed to step over the plate to strike at the ball, and that he must not run forward to exceed three feet to strike at it. The umpire may take his position at his option, either behind the catcher or the pitcher. He judges all balls and

strikes, decides all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only then in the event that there is a dispute as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite third base and one opposite first base, but they must never approach either base to a distance closer than five feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine, he must always bat in the order of the man whose position he is called upon to fill. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less than the side first at bat, it shall be declared the winner, provided the side first at bat has completed five full innings at bat. A game is also won if the side last at bat scores the winning run before the third man is out.

In case of a tie game play continues, until at the end of even innings, one side has scored more runs than the other; provided, that if the side last at bat scores the winning run before the third man is out, the game shall terminate.

(See Rules 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

When the pitcher delivers the ball he must face the batter and have one of his feet in contact with the pitcher's plate.

Whenever the ball, after being pitched, goes over any portion of the home plate, between the batter's knee or shoulder, it must be called a strike whether the batter strikes at it or not.

If the pitcher fails to deliver the ball over any portion of the plate, or if he delivers it over the plate above the shoulder or be-

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low the knee, it is called a ball if the batter declines to strike at it.

At the beginning of each inning the pitcher is allowed to throw five balls either to the catcher or an infielder for practice.

If the pitcher makes a motion to deliver the ball to the bat and fails to do so, or feints to throw to first base when occupied by a runner, and fails to complete the throw, the umpire must call a balk.

A balk is also declared when the pitcher makes a motion to throw to any base without stepping directly toward that base; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in delivering the ball; when either foot is not in contact with the pitcher's plate when delivering the ball; when he purposely delays the game by holding the ball; when he makes any motion to pitch while standing in his position and does not have the ball in his possession; when he makes any motion with any part of his body corresponding to his customary style in pitching and fails to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball hits the batsman, or the umpire before the catcher touches it, the umpire must declare it a dead ball and no base runner can advance.

If a foul strike, a foul hit not caught, dead ball or a fair hit ball touch a base runner, the ball is not in play again until it is held by the pitcher standing in his position.

A block ball is a batted or thrown ball that is touched by a person not engaged in the game. The umpire must so announce it and runners may advance until the ball is returned to the pitcher in his position. After that they continue to advance at their own peril. If the blocked ball be held by a spectator or be kicked away from a fielder by a spectator, the umpire may call, "Time," and hold the runners at the bases where they were when he called, "Time."

(See Rules 38-51 of Spalding's Official Base Ball Guide.)

Batting Rules

Each captain is privileged to look at the batting order of his opponent, and both batting orders must be furnished the umpire.

After the first inning the first batter in each inning is the player succeeding the man who completed his time at bat in the inning before.

A fielder always has the right of way over a batter to catch or handle the ball.

Any legally batted ball that settles on fair ground between home and first, or home and third base, or that bounds on fair ground to the outfield past first base or third base, or that falls on fair ground beyond first base or third base, or that touches the person of a player or the umpire on fair ground is a fair hit. A ground hit that first strikes fair territory and rolls out of the foul line between home and first or home and third is a foul hit. Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit rolling from foul to fair territory between home and first or home or third and remains there is a fair hit.

A foul tip is the continuation of a strike which has just been touched by the bat and shoots directly to the catcher's hands.

A bunt hit is a legally batted ball tapped slowly to the infield which remains on fair ground. If a bunt rolls foul it must be called a strike, whether the first, second or third strike.

Any hit going outside the ground is fair or foul, as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure. Any hit going outside the ground beyond a distance of 235 feet entitles the batter to a home run.

If the batsman strikes at a pitched ball and misses it, the umpire must call a strike. If a ball passes over the plate at the proper height the umpire must call a strike whether or not the batsman strikes at it. A foul tip, caught by the catcher, is always a strike. A foul hit, whether a fly or a ball bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he be caught out on a foul fly.

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All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike. If the batsman hits the ball with either of his feet out of the batter's box, it is a foul strike and he is out.

If a batsman bats out of turn, and it is discovered before the ball has been delivered to the succeeding batsman, the man, who should have batted, is out, and no runs can be scored or bases be run on the play made by the wrong batter. If while the wrong batsman is at bat, the mistake is discovered, the proper batsman may take his place, but he must be charged with the balls and strikes that have been recorded against the wrong batsman. In a case of this kind the batters continue to follow in their regular order.

If a batsman be declared out because of a wrong man batting for him, and it be the third out, the player first at bat in the next inning shall be the one who would have been at bat had the players in the preceding inning been put out by ordinary play.

The batsman can be called out if he fails to take his place within one minute after the umpire has called for him.

A foul fly caught by a fielder retires the batsman, providing the fielder does not use his cap, his protector, or any illegal contrivance to hold the ball. If the ball should lodge in the catcher's protector by accident, and he should secure the ball before it falls to the ground, it has been ruled that this is a fair catch.

Whenever the batter attempts to hinder the catcher from fielding or throwing the ball, he is out.

If there is a man on first base, unless two are out, the batter is out when three strikes are called, whether the catcher holds the ball or not.

If there is a man on first base, unless two are out, the batter is out when three strikes are called, whether the catcher holds the ball or not.

The batsman is out on the third strike if the ball hits him and base runners must not advance.

Before two men are out, if the batsman pops up a fly to the

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infield, with second or first, or second and third bases occupied, the batsman is out if the umpire announces it an infield hit, and the umpire must make an instantaneous decision in order that a double play may be prevented and the base runners may be protected.

After the batsman makes a fair hit on which he is not put out, he must touch first, second and third base and the home plate in regular succession to score a run.

No base runner can score ahead of the men who precedes him in the batting order if that player is also a base runner.

The batsman must run to first base immediately after four balls have been called, as well as after a fair hit has been made.

If the batsman is hit by a pitched ball, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, he is entitled to go to first base without being put out.

Should the catcher interfere with the batsman in striking at the ball, the batsman is entitled to first base without being put out.

The batsman who hits a fair ball that strikes the person or clothing of a base runner is entitled to first base.

After the third strike is called and missed by the catcher, if the batsman interferes with him he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or picks it up, and throws to first base ahead of the batsman, the latter is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the line he is out, except that he may go out of the line to avoid interfering with a fielder trying to handle the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

(See Rules 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

Whenever the umpire sends the batsman to first base on balls, or being hit by a pitched ball, or being interfered with by the catcher, all runners on bases immediately ahead of him may advance a base without being put out.

Runners on the bases may take the next base without being put out whenever the umpire calls a balk.

A pitched ball, that passes the catcher and strikes the umpire, or any fence, or building, within ninety feet of the home plate, entitles each runner to advance a base.

If a fielder obstructs a base runner, the runner may go to the next base unless the fielder has the ball in hand to touch him out.

A base runner may advance a base whenever the fielder stops or catches the ball with his cap, glove or any part of his uniform, detached from its proper place on his person.

The base runner shall return to his base, without being put out, on a foul tip, or foul fly not legally caught by a fielder and on a hit bounding foul. On a foul strike the runner must return to his base. On a dead ball the runner must return. If it be the fourth ball and a runner be on first, he is bound to advance. If there are runners ahead of him, on second or third, they, too, must advance in regular order.

If by accident the umpire interferes with the catcher's throw or a thrown ball hit the umpire, the runner must return to his base and cannot be put out. If a pitched ball is struck at and missed by the batsman, but the ball hits the batsman, the runner returns to his base and cannot be put out. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

Whenever the runner is on the way from first to second, second to third, or third to home plate, or reverse order, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder he is out. However if a fielder is on the line trying to field a batted ball, the runner

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may run behind him to avoid interference, and shall not be put out.

Interference with a fielder attempting to field a batted ball retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to get the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, he shall be declared out if not on base.

If the runner fails to get back to base after a foul or fair fly is caught, before the ball is fielded to that base and legally held, or the runner be touched before he can get back to base by a fielder with the ball in his hands, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings, when the runner strikes it he cannot be put out.

If a runner is on first, or runners are on first and second, or first, second and third, and the ball shall be legally batted to fair ground, all runners are forced to run, except in the case of an infield fly, previously referred to, or a long fly to the outfield, and may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught or a long fly to the outfield is caught base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. In every case where a base runner preceding the batsman is hit with a fair-hit ball, the batsman is entitled to first base and cannot be put out. If such fair-hit ball strike the man who batted same while he is running to first base, the batsman is out and no bases can be run.

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A runner who fails to touch a base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder.

A runner is out if after "Play" has been called by the umpire he fails to return to the base that he occupied when "Time" was temporarily called, providing always that the ball in the meantime has not been delivered by the pitcher to the batter.

When the batter runs to first base, he may overrun the base if he turns to the right after passing it. If he turns to the left he renders himself liable to be touched out before he gets back to the base.

If before two are out, and third base is occupied, the coacher at third base shall attempt to fool the fielder by pretending to run home, thereby drawing a throw to home plate, the runner on third base shall be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the fielding side, the runner trying for the base shall be declared out.

If a runner touch home plate before a runner preceding him in the batting order, if there be such a runner, the latter shall lose his right to third base.

The coachers must confine themselves to legitimate directions of the base runners only, and there must never be more than two coachers on the field, one near first base and the other near third base.

One run shall be scored every time a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home, on or during a play in which the third man is forced out, or is put out before reaching first base, shall not be entitled to score.

Any special ground rules shall be understood by both team

captains and the umpire. The captain of the home club establishes the ground rules.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball until the batter has completed the circuit of the bases it is called a home run providing no fielder makes a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a one-base hit—better known as a single.

(See Rules 52-59 of Spalding's Official Base Ball Guide.)

Umpire's Duties

The umpire has the privilege to call a draw game, whenever storm interferes, if the score is equal on the last even inning played. However, if the side second at bat is at bat when a storm breaks, and the game is terminated, and this side has scored the same number of runs as the other side, the umpire can call the game drawn without regard to the score of the last equal inning. Under like conditions, if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play"; if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for kicking at decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a batter of his own side run for him.

The choice of innings is given to the captain of the home club. If two clubs happen to be playing from the same city the choice of innings may be determined by tossing a coin.

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Play may be suspended by the umpire because of rain and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason, but not until the pitcher is in his position with the ball in his hand. In case of serious accident this provision is usually waived, the ball being fielded as quickly as possible to some point to hold the runners.

(See Rules 60-74 of Spalding's Official Base Ball Guide.)

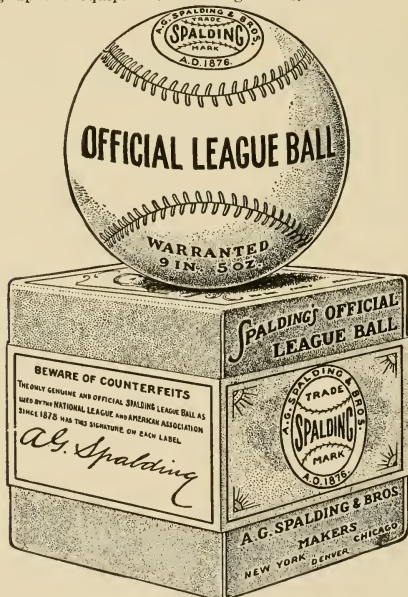
Scoring Rules

Each side may have its own scorer, and in case of disagreement, the umpire shall decide, or the captains of each side may agree upon one scorer for the match.

(See Rules 84-86 of Spalding's Official Base Ball Guide.)

WHAT A BASE BALL PLAYER NEEDS

A Base Ball player needs an outfit that plays with him, not against him, and we have got to reckon in the outfit as the most important articles the Balls, Bats, Mitts and Gloves that the player uses. After that we have got to consider the uniforms and then the articles making up the equipment of the grounds.



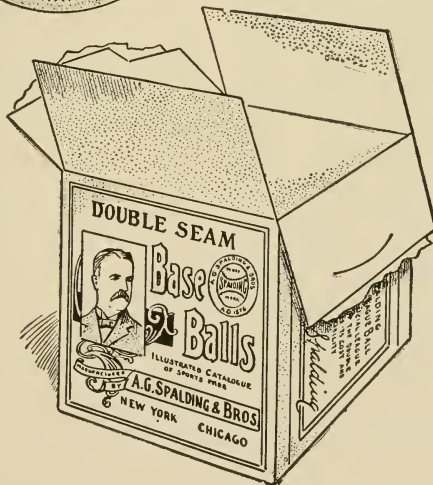
For over thirty years A. G. Spalding & Bros. have been studying to please the athlete, to give him just what is right and what is most suitable for the sport that he is interested in. This applies not only to Base Ball goods but also to the general line of athletic equipment.

SPALDING'S OFFICIAL BASE BALL GUIDE.

Taking up the first requisite of the Base Ball player—the ball—The Spalding Official League Ball has been used exclusively by the National League, Minor Leagues, and by all Intercollegiate and other associations for over a quarter of a century, and is beyond all question the most perfect Base Ball that has ever been produced. It is put out with an absolute guarantee to last through one continual match game without losing its shape. The price of the Spalding Official League Base Ball is \$1.25 each and it is carried in stock and sold by dealers throughout the country, a total of over 30,000 who handle the Spalding line of athletic goods.



A ball that calls for the consideration of clubs that want a ball that is regulation in every way, but somewhat more durable than the regular Official League Ball, is the Spalding Double Seam No. 0, the price of which is \$1.50 each. This ball is made with the same case and of the same material as the Official League Ball, and the double stitch renders it doubly secure against ripping.



For boys' teams, playing games that are to be recognized as official, the Spalding No. 1B ball should be used. The price of this ball is 75 cents. This is made with horsehide cover and in every

SPALDING'S OFFICIAL BASE BALL GUIDE.

respect is the same as the Official League Ball except that it is slightly smaller in size.

To satisfy the demand for a high grade ball as good as any so-called "League" balls made in imitation of the Spalding Official League Ball, the No. X 'Varsity League Ball has been put out by Spalding, and the price of this ball is \$1.00 each. A new full size ball has been added to the Spalding line this season,; this is the Spalding No. 1A Amateur League, made with the horsehide cover and of excellent material throughout; price 75 cents. Other large size balls in the Spalding line are the No. 2, Professional, 50 cents; No. 5, King of the Diamond, 25 cents; No. 7, Boys' Favorite, 20 cents; No. 8, 10 cents. The other special balls included in the Spalding line for boys' use and slightly smaller than regulation size are No. XB, Interscholastic League, 50 cents; No. 10, High Flyer, 25 cents; No. 7B, League Junior, 25 cents; No. 14, Boys' Amateur, 15 cents; No. 9B, Boys' Lively, 10 cents; No. 13, Rocket, 5 cents. All of these Base Balls are well made. The quality of material throughout is excellent and the sewing and other details of manufacture are all attended to in our own factory under the direct supervision of expert Base Ball players through whose hands every ball passes before it is put out for use.

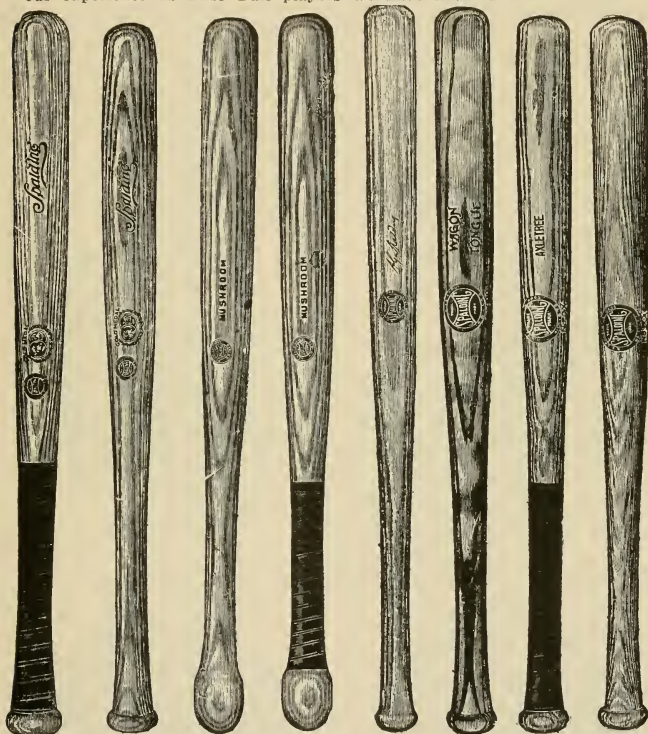
A Base Ball Bat in these days has got to be something more than a stick of wood whittled out by the boy himself, or a convenient broom handle sawed off to the proper length. A Spalding Base Ball Bat means a scientific article of Base Ball play; something that has had the consideration of men who know just what is required by a Base Ball player and who have had at their disposal the unequalled facilities of our manufacturing establishment to produce a bat that is just right. The demand for Base Ball bats has been so great at times as to tax to the utmost the facilities of the Spalding factory, but that has never led us to take from our drying sheds, timber not sufficiently seasoned. We have made certain in every case before a stick of timber was taken out of the drying shed that it had been properly seasoned so as to give the necessary driving power required in a Base Ball Bat that is to be just right, and then after the stick of timber has been turned over to the batmaker, who is to turn it out, it needs his practiced eye and the knowledge that he has gotten during all the years that he has been supervising the manufacture of Spalding bats to tell him just what model that particular bat should be made, to utilize to the fullest extent the good points inherent in the superb timber to which so much expense and trouble has already been attached.

You may turn a piece of timber that is just right over to a man who does not know what is required in a Base Ball Bat, and although you show him the model of what you need, it does not follow that he will give you a bat that will be satisfactory. It needs a certain special knowledge to turn out a bat that is properly balanced, with the weight just in the right place, the grip just the right shape and the length proper, and it is this special knowledge which these batmakers have acquired through their long connection with A. G. Spalding & Bros., in turning out the superb line of Base Ball Bats which are manufactured at the Spalding bat factory.

The Spalding Gold Medal Bats, in men's size, are made in three different styles, No. GM, plain, white wax finish; No. GMT, taped bat; No. GMP, professional, special dark finish. These three bats all sell at the same price, \$1.00 each, and in the same quality is made a boy's size bat, No. GMB, the price of which is 50 cents each. The special second growth ash that goes in the Gold Medal line of bats is the choice selection of the best ash timber that can be bought anywhere at any price. The same grade of timber is used in the Spalding Mushroom Bats, of which two different styles are made, No. M, plain, special finish, and No. MT, with taped handle. The price of both of these Mushroom Bats is \$1.00 each. The knob arrangement at the end of the Spalding Mushroom Bats gives a more even distribution of weight over the whole length than is possible under the old construction, and for certain kinds of play the bat is practically invaluable. Mr. Charles A. Comiskey, President of the

SPALDING'S OFFICIAL BASE BALL GUIDE.

Chicago American League Club, Champions of the World, says: "The Spalding Mushroom Bat receives my hearty endorsement. My experience as a ball player enables me to thoroughly appreciate its good qualities." And the following players on the Chicago National League Club, champions of the National League in 1906, F. L. Chance, John Evers, Joe Tinker, James F. Slagle and J. Kling, say: "In all our experience as Base Ball players we have not found a bat more



GOLD MEDAL BATS. MUSHROOM

TRADE MARK BATS.

satisfactory than the Spalding Mushroom Bat." The opinion of John J. McGraw, Manager of the New York Base Ball Club, of this bat is as follows: "For a long time I have been trying to find a bat that would balance when 'choking.' Not until I used the Spalding Mushroom Bat have I found a bat that was up to my idea. This bat is used exclusively by the New York players." And William Gleason, of the Philadelphia National League Club, says: "I have played professional Base Ball for the last 15 years and have tried

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all kinds of bats, but no bat has given me such good service as the Spalding Mushroom Bat. Quality and balance are perfect."

The balance of the Spalding line of Base Ball Bats includes the "A. G. Spalding Autograph" Bat, 75 cents each; the No. 3-O, Wagon Tongue, full size bat, 50 cents; the No. 0X, Axletree, with tape-wound handle, 35 cents; the No. 2X, full size bat, 25 cents; also the following boys' size bats: No. 3X, Junior League, 25 cents; No. 2XB, antique finish, 10 cents.

How much a Base Ball catcher owes to a properly made mitt no one but he can tell. Spalding knows, however, how to make a mitt so as to give the greatest aid to the catcher. They have studied this point for years. They are continually experimenting and they claim that the result of their study and experimenting is shown in what they consider the Spalding perfect line of Base Ball Mitts for catchers, basemen and fielders. They spend a great amount yearly in investigating improved tanning processes, and at their factory maintain an expensive department devoted wholly to the one object of improving the construction of their goods. In every one of the Spalding mitts the best material obtainable is used. This not only applies to the leather but also to the padding, the thread in the stitching, the leather lacing thongs, and every other small detail in the manufacturing problem.



No. 9-O



No. 8-O

This is the second season for the No. 9-O Spalding Mitt. This style, with its patent molded face, proved a revelation to old time players when put out last season and took like wildfire. For the face of this mitt only the choicest parts of each hide are selected. The leather must be perfectly tanned, because of the peculiar stitch-



No. 7-O



No. 7-OR

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ing and the molding process which is necessary to produce a perfect "pocket" with no seams or rough places of any kind on the face. This mitt is padded with best felt, has steel wire lacing and a leather strap and brass buckle fastening at back. The price of the Spalding No. 9-0 Mitt is \$8.00 each. The next grade is the Spalding No. 8-0, Professional Style, with face of white buck and absolutely best grade material throughout. The price of the No. 8-0 Mitt is \$7.00 each. The Spalding No. 7-0 Mitt, which has become known



No. S-Scoop



No. 5-0

generally as the "Perfection," is \$6.00 each. It is of finest quality calfskin and has double row of stitching on heel pad. Spalding

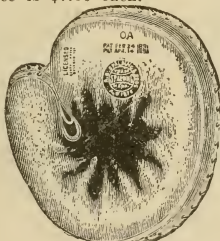


No. OX



No. O

makes a similar mitt to the number 7-0, but of black leather and without heel pad. This is known as the Spalding No. 7 O-R, and the price is \$7.00 each.



No. OA



No. A

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In passing we would like to mention the new Spalding Scoop Mitt, an extra large size, combining the good points of the baseman's pattern with the size of the largest mitt now in use by catchers. The scoop is stiffened with sole leather, giving full protection to the ends of the fingers, and as there is no strain at all on the face, there is no danger of injury to the thumb. The price of the No. S Scoop Mitt is \$10.00. An old favorite is the Spalding League Mitt, No. 5-0, at \$5.00 each. This is an excellent article, well made and very



No. B



No. D



No. 4

popular with some of the best catchers on the big teams. The Spalding Decker Patent Mitt, No. 0-X, costs \$3.50. This has a heavy piece of sole leather on the back for extra protection to the hands and fingers, and it is well made of best grade material throughout. Other full size catchers' mitts in the Spalding line are No. 0 Mitt,



No. AB



No. AA

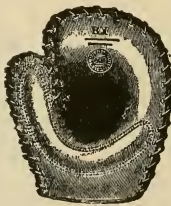


No. BB

\$3.00; No. 0-A Mitt, \$2.00; No. A Mitt, \$1.50; No. B Mitt, \$1.00; No. D Mitt, \$1.00; No. 4 Mitt, 50 cents. All of these mitts are made to fit men. They are well made throughout and they all bear the broad Spalding guarantee. The line of Spalding Youths' Mitts for catchers comprises the No. A-B, which is made without heel pad



No. 5



No. BX



No. BXR

and of extra quality white buck, price \$1.00 each; the No. AA Mitt, made with patent lace back and good quality throughout, 50 cents;

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the No. BB Mitt, a very popular style, 50 cents, and the No. 5 Mitt, 25 cents.

When it comes to a Baseman's Mitt there are a good many points to be considered that do not enter into the construction of a regular Catcher's Mitt. A Baseman's Mitt must be pliable, be of a certain size, and afford some protection. In addition to this there are certain other qualities that cannot be described exactly, but which must all enter into the construction of the Baseman's Mitt which is to be



No. BXS



No. DX



No. CX

satisfactory to the great number of players who play on the bases and want a mitt that will help their play. The Spalding line of First Basemen's Mitts we feel certain includes all of the necessary qualities and we know that basemen on the largest teams use Spalding mitts almost universally. The line includes the Spalding, No. B-X, best quality, made of choice selected and special tanned calf-



No. EX



No. 3C



No. 3XR

skin, price \$4.00. Spalding makes a similar mitt of black leather. This is the No. BXR, the price of which is also \$4.00. Both of these mitts have the double row of stitching on heel pad and strap-and-buckle fastening at back. The No. BXS is made without the heel pad, but is otherwise similar to the No. BX, and the price is the same. A First Baseman's Mitt, made of drab leather and along the lines of the better grade styles, is the No. CX, the price of



No. 3X



No. 4X



No. 5X

which is \$2.00. The next Mitt is No. DX, at \$1.50, and an excellent First Baseman's Mitt for boys is the Spalding No. EX, at \$1.00.

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Of Fielders' Mitts Spalding makes a comprehensive line. These differ in style from both the Basemen's and Catchers' mitts, incorporating in themselves special features which make them particularly attractive to Base Ball players in the field. The best grade Spalding Fielder's Mitt is the No. 3C, made of molded brown calfskin, leather



No. 6X.



No. 7X.

lined, and strap-and-buckle fastening at back. The price of the No. 3C is \$3.00 each. A similar style of Mitt, but made of black leather, is the Spalding No. 3XR, at \$3.00, and on the same model, but made of white tanned buckskin, the Spalding No. 3X at \$3.00. A very satisfactory style of Fielder's Mitt, of drab leather, is the



No. PX.



No. RX.



No. 2X.

Spalding No. 4X, at \$2.00, and a very popular style the No. 5X, at \$1.00. Two different styles of Fielder's Mitts are made for boys: No. 6X, of brown cape leather, at 50 cents, and No. 7X, of special tanned leather, at 25 cents.



No. 2XS



No. AX.



No. XS.

Gloves must fit and they must feel comfortable, no matter whether they are made for walking, driving, or Base Ball. It is not sufficient to simply sew two pieces of leather together in the shape of a man's hand and put it out as a glove. This is especially true with a Base Ball Glove. A man may wear a glove that is not suited to his hand, but he cannot play Base Ball to the best of his

SPALDING'S OFFICIAL BASE BALL GUIDE.

ability If the glove he is wearing is not properly made. Thirty years' experience in the manufacture of everything relating to the game of Base Ball has given Spalding an expert knowledge that no money can buy. The training that the people in the Spalding factories has obtained during the time they have been turning out



No. XL.



No. X.



No. 13.

Spalding Athletic Goods is worth more to the Base Ball player who purchases the Spalding article than could be possibly charged for the article itself. It represents a part of the value of the Spalding trade-mark and another part of that value is contained in the broad



No. 15.



No. 15L.



No. 12.



No. 16.

Spalding Guarantee which is given with every article of Spalding manufacture, a guarantee that is broader, we believe, than that given by any manufacturer in any line of goods. Spalding guarantees that their goods will give satisfaction,—not only that they will look right



No. PXB.



No. 14.



No. XB.

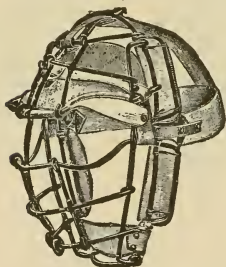


No. 19.

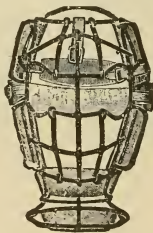
when they are purchased, but that they will be right when they are put in use and that they will stay right while they are being used. A guarantee as broad as this represents a good many dollars to a Base Ball team in the course of the season and it should be considered when it comes to purchasing the outfits for the team, es-

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pecially when it is remembered that it costs nothing extra. The line of Spalding Infielders' Gloves comprises styles suitable for every class of player. The best glove turned out is the Spalding No. PX, Professional Style, at \$3.00. This is made up on lines suggested by prominent professional players, and the buckskin used in its construction is the finest Spalding has been able to obtain anywhere. It is heavily padded around edges and extending well up into the little finger with fine quality felt. It has no heel pad, but is made extra long to protect the wrist. A similar glove, but made of black leather, is the Spalding No. RX, price of which is \$3.00. A very popular style which has retained its popularity during the great many years that we have been manufacturing it is the No. 2X Infielder's Glove, the price of which is \$2.50. Spalding makes a special professional style glove, No. 2XS, at \$2.50. A popular price glove in the professional style is the Spalding No. XL, at \$1.50, and with heel pad made of white tanned leather. The Spalding No. XS, at \$2.00, is very good value. The other full size gloves in the Spalding line are the No. X, at \$1.50; No. 13, at \$1.00; No. 15, at \$1.00; No. 15L, at \$1.50; No. 12, at 75 cents; No. 16, at 50 cents. Included in the Spalding line are a number of gloves of youths' size, which are well made of the same material as that used in the men's gloves, but made in the proper size and in the correct shape for youths and boys. These are the No. PXB Glove, similar in every way to the No. PX best men's glove, but in boy's size. The PXB costs \$2.00 each. The next grade is the No. XB, in boy's size, similar in quality to the No. X. The No. XB costs \$1.00. A special professional style boy's glove at a popular price is the No. 14, which costs 50 cents, and the cheapest boy's glove is the No. 19, at 25 cents.



No. 4-0



No. 3-0



No. 2-0

When it comes to a Base Ball Mask catchers require an article that will give full protection, that will not be too heavy and that will feel comfortable when they are wearing it. Spalding has studied out the requirements of the Base Ball catcher in this particular thoroughly and we know that the Spalding line of Base Ball Masks comprises styles that are right in every necessary requisite. The best grade made by Spalding is the No. 4-0, Sun Protecting Mask, the style that is used by practically all of the big League catchers. The price of the No. 4-0 is \$4.00. It has the patent sunshade which protects the eyes without obstructing the view, and is strongly made of best material throughout. The next style, No. 3-0, is very popular, and it affords absolute protection to the neck without interfering in the slightest with free movements. The No. 3-0 costs \$3.00 each. A very popular style with catchers on big teams is the Spalding No. 2-0, at \$2.50, and the No. 0X, black enameled, at \$2.00, and No. 0, bright wire, at \$1.50. A popular priced mask is the Spalding No. A, full size and substantially made. The price of the No. A is \$1.00 and a cheaper priced full size mask is the No. L, at 75 cents. In boys' masks Spalding makes three

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different styles, No. B. bright wire, very strongly made, costs \$1.00; No. C, well padded, 50 cents, and No. D, of bright wire, 25 cents.



No. 0.



No. L.

Spalding has added to the line of Base Ball Masks this season a special style for umpires. A mask for umpires has become an extremely necessary part of their equipment and the new Spalding style combines the most desirable features of the best catchers' masks with the special points necessary for the umpire. This mask has a special ear protection, is well padded, and on the whole is the safest mask that has been made so far, while at the same time it is no heavier in weight than the regular catcher's style. This is the Spalding No. 5-0, cost of which is \$5.00 each.



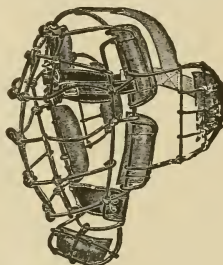
No. B.



No. C.



No. D.



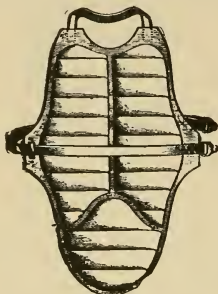
No. 5-0.

Spalding was the first to introduce an inflated body protector made under the Gray Patent and the method used when the first Spalding Protector was put out has been retained up to the present, with some improvements which add to the comfort and convenience of the catcher. The number of styles is greater than ever before in the Spalding line now, offering a wide range for selection. The Spalding body protectors are No. 3-0, large size, giving full protection, \$8.00 each; No. 2-0, large size, \$6.00; No. 0, the popular League style, \$5.00 each; No. 1, Amateur style, \$4.00 each; No. M, Interscholastic style and full size, \$3.00 each; No. 2, youth's size, \$2.50 each. Spalding also makes two different styles of umpire body protectors. All of the umpire body protectors are made up specially to suit the individual wishes of the umpire and it is necessary when ordering to state how long the protector is to be made and how wide. It is also well, if possible, to send a paper diagram showing the exact size, so as to make certain of a proper fit. The two styles of umpire body protectors that Spalding puts out this season are the No. L, large size, at \$10.00, and the No. S, small size, at the same price, \$10.00.

A Base Ball team really considering their reputation should not rest when they have fitted up the individual players properly, but the ground should be properly equipped, and to do this there is no way more certain than to purchase Spalding equipment. The bases

SPALDING'S OFFICIAL BASE BALL GUIDE.

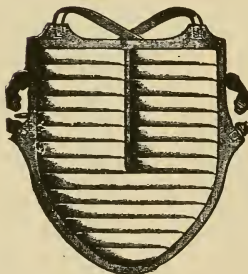
should be considered first and of these Spalding makes three different styles: No. 0, of extra quality canvas and quilted, cost \$6.00 per set of three; No. 1, not quilted, \$5.00 per set, and No. 2,



No. 3-0



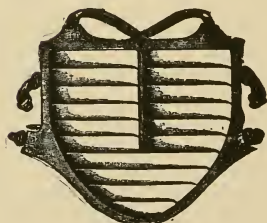
No. 2-0



No. L



Nos. 0, 1 and M



No. S



No. 2

also of canvas, \$3.50 per set. In the home plates Spalding has two different styles, both of the proper shape and size, in accordance with league regulations, and the best quality is the No. 1, made of

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extra fine white rubber. The price of the No. 1 Home Plate is \$9.00 each. Spalding also has a very durable style of home plate made of composition, regulation size and shape. This is the No. C, which costs \$5.00 complete with pins. In the Pitcher's Box Plates Spalding has the regulation size, made of white rubber complete with pins. This is the No. 3, at \$7.00 each. Foul Flags made of bunting, 18x24 inches, in any color and with one letter stitched on each side, complete with 7-foot spearhead staff, cost \$1.50 each. When it comes to Shoe Plates the same players that use Spalding shoes recognize the value that there is in Spalding Shoe Plates. They are well made, of the very best material, and will give excellent satisfaction. The styles furnished by Spalding are the No. 3-0 and No. 4-0, toe and heel plates, respectively, of razor steel, sharpened, which cost 50 cents per pair. The No. 0 and No. 2-0 toe and heel plates, respectively, made of hardened steel, sharpened, at 25 cents per pair, and the No. 1 and No. 1H, toe and heel plates, respectively, of good quality steel, sharpened, at 10 cents per pair. Then Spalding has the Pitcher's Toe Plates, No. A, made of aluminum, at 25 cents, and No. B, Brass, also 25 cents.

Starting on their trip, or even if they have no traveling to do, it is generally necessary for a Base Ball team to have a bag in which the equipment of bats may be carried and in the Spalding line will be found bat bags to meet their requirements. The No. 2 style will hold twelve bats, made of heavy waterproof canvas and leather reinforced, costs \$3.50 each. The No. 3 style, similar to the No. 2, but to hold only six bats, costs \$2.00 each. For League clubs particularly and for clubs having a schedule requiring any amount of traveling, Spalding has a special club bat bag of heavy leather with galvanized iron ends, No. 7, the price of which is \$30.00. This bag holds three dozen full size bats and it is made so strong that it is absolutely unbreakable, making certain that the bats and the bag will reach their destination safely, no matter how the bag is handled. Individual players sometimes need bat bags for their own particular bats and Spalding makes three styles of individual bat bags, No. 01, of sole leather, to hold two bats, cost \$4.00; No. 02, of heavy waterproof canvas, with leather cap at both ends, cost \$1.50, and No. 03, with leather cap at one end, cost \$1.00. The No. 5 combined uniform and bat bag is a popular style. It will hold a complete uniform and has a compartment also to carry one bat. It is made of best canvas and costs \$3.50. An individual uniform bag that is a very convenient shape and is popular with many players is the Spalding No. 4, at \$2.50, made of best quality white canvas with two leather handles and strap-and-buckle fastenings. The roll form of uniform bag is the style that enables a player to carry his uniform without wrinkling it. Spalding makes two styles of uniform bags in this form: No. 1, of best canvas, costs \$3.00, and No. 2, of fine bag leather, costs \$6.00.

Score books are made in a great variety of styles, but a club that wishes to keep the record of their games in proper shape purchases a Spalding score book, which is the same as used by the official reporters, and are the most convenient and simplest for general use. Club size, with board covers, No. 4, for 30 games, costs \$1.00; No. 5, with cloth cover, for 60 games, costs \$1.50; and the No. 7, with cloth cover, for 160 games, costs \$3.00. In pocket size, the No. 2, with board cover, for 22 games, costs 25 cents, and the No. 1, with paper covers, for 7 games, costs 10 cents. Score cards cost 25 cents per dozen. For the umpire a very necessary article is a celluloid indicator, by which he can keep a record, without any trouble, of the balls and strikes. The Spalding Umpire Indicator No. 0 costs 50 cents and is substantially made and is endorsed and used by all League umpires. For ordinary scoring another simple device is the Spalding Scoring Tablet, made of celluloid, and of a size so that it can be carried in the vest pocket. The Spalding Scoring Tablet No. 1 costs 25 cents.

The Spalding Official League Ball

Used exclusively by the National League, Minor Leagues, and by all Intercollegiate and other Associations for over a quarter of a century. Each ball wrapped in tinfoil and

put in a separate box, and sealed in accordance with the regulations of the National League and American Association. Warranted to last a full game when used under ordinary conditions.

No. 1. - - - Each, \$1.25

THE SPALDING OFFICIAL LEAGUE BALL FOR BOYS

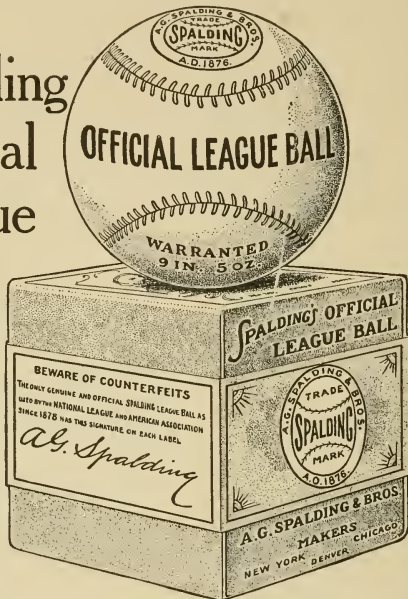
Made with horsehide cover, and in every respect same as our Official League Ball, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age), and all games in which this ball is used will be recognized as legal games. Warranted to last a full game.

No. 1B. - - - Each, 75c.

A. G. SPALDING & BROS.

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Stores in all large cities.
See inside cover page of this book.



SPALDING OFFICIAL LEAGUE BALL

Is the Standard of the World

It is the Original League Ball

It is the Universally Adopted League Ball

It is the Official League Ball

It is the Best League Ball

It has been formally adopted as the Official Ball of

THE NATIONAL LEAGUE FOR 30 YEARS

It has also been adopted as the Official Ball for all Championship

Games by the following Professional Leagues:

EASTERN LEAGUE for 20 years

NEW ENGLAND LEAGUE for 20 years

NORTHERN LEAGUE for 5 years

TEXAS LEAGUE for 13 years

WESTERN ASSOCIATION for 11 years

CALIFORNIA LEAGUE for 10 years

INTER-STATE LEAGUE for 9 years,

NEW YORK STATE LEAGUE for 11 years

CENTRAL LEAGUE for 5 years

SOUTH ATLANTIC LEAGUE for 5 years

INDIANA, ILLINOIS and IOWA

LEAGUE for 7 years

And by 22 other Professional Leagues that have adopted the Spalding League Ball from 1 to 4 years.

THE Spalding League Ball was first adopted by the National League in 1878, and is the only ball that has been used in Championship League Games since that time.

In the recent great World's Championship Games in Chicago between the Chicago Nationals and the Chicago Americans the Spalding League Ball was used.

IN addition to the different American adoptions, the Spalding Official League Ball has been made the official ball by the governing Base Ball Associations of Mexico, Cuba, Canada, Australia, South Africa, Great Britain, Philippine Islands, Japan, and, in fact, wherever Base Ball is played. The Spalding League Ball has received this universal adoption because of its well established reputation for uniformity and high quality, but the special object of such adoptions, from the players' standpoint, is to secure absolute uniformity in a ball, that will prevent unfair "jockeying" with an unknown ball, and make National and International Base Ball contests possible, and at the same time make the records of players of value, and uniform throughout the world, which can only be secured by standardizing one well known ball.

The Spalding Official League Ball

is used by Yale, Harvard, Princeton and all prominent college teams. The soldiers and sailors in the United States Army and Navy use it exclusively. In fact, the Spalding League Ball is in universal use wherever Base Ball is played.

Once in a while a minor league will experiment for a short time with some other ball, but invariably returns to the Spalding League Ball, which has now become universally recognized

The Standard of the World

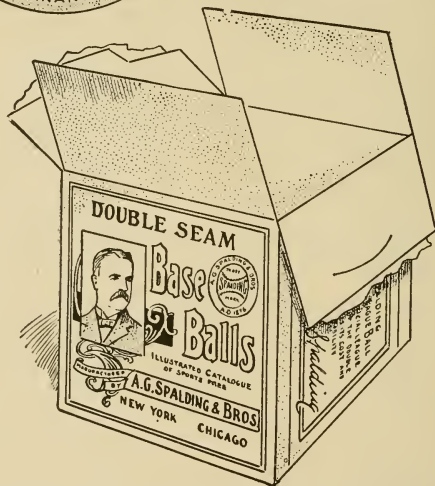
A. G. SPALDING & BROS.

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SPALDING DOUBLE SEAM LEAGUE BALL



Made with the same care and of the same material as our Official League Ball. The double stitch is used in its construction, rendering it doubly secure against ripping. Every ball is wrapped in tinfoil and warranted to last a full game.

No. 0. Each, \$1.50

A. G. SPALDING & BROS.

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SPALDING 'VARSITY LEAGUE BALL

Regulation size and weight, fine selected horsehide cover, rubber center, all wool yarn and far superior in material and workmanship to any of the various imitations of our Official League Ball. Warranted to last a full game without losing its elasticity or shape.

No. X. . . Each, \$1.00

SPALDING AMATEUR LEAGUE BALL

Made with horsehide cover and constructed throughout in a careful manner of best material. A full size ball and excellent for general practice.

No. 1A. . . Each, 75c.

SPALDING INTERSCHOLASTIC LEAGUE BALL

Same quality as the 'Varsity League, but smaller in size. Warranted to last a full game.

No. XB. . . Each, 50c.

SPALDING PROFESSIONAL BALL

Full size ball. Made of carefully selected material throughout, and warranted first-class quality.

No. 2. . . Each, 50c.

SPALDING KING OF THE DIAMOND

This ball is full size, made of good material and horsehide cover.

No. 5. . . Each, 25c.

Each of the above balls is put up in separate box and sealed.

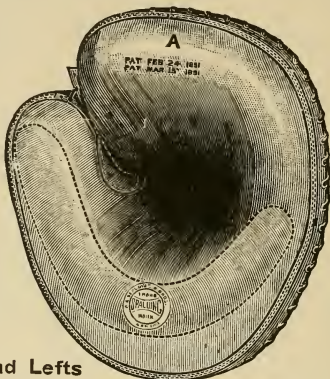
A. G. SPALDING & BROS.

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Spalding Amateur Mitt

Extra quality special tanned leather; perspiration proof; extremely tough and durable; strap-and-buckle fastening at back; reinforced and laced at thumb and made with our patent laced back.



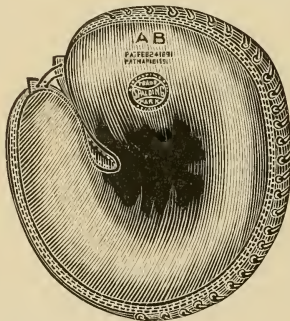
Made in Rights and Lefts

No. A. Each, \$1.50

No. A

SPALDING YOUTHS' MITT

Patent Lace Back



Superior quality youths' mitt. Made with extra quality white buck face and finger-piece; extremely tough and durable; well padded; reinforced and laced at thumb; strap - and - buckle fastening at back.

No heel pad.

Made in No. AB
Rights and Lefts

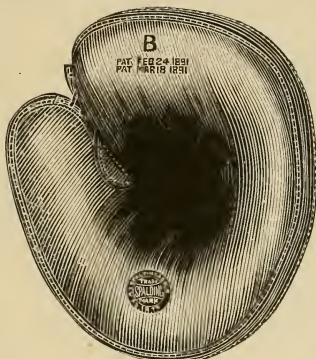
No. AB. Each, \$1.00

A. G. SPALDING & BROS.

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all Athletic Sports.

Stores in all large cities.
See inside cover page of this book.

Spalding Practice Mitt



No. B

Men's size. Face and back of special tanned buck; sides of firm leather; reinforced and laced at thumb; strap-and-buckle fastening at back.

No heel pad.

No. B.

Each, \$1.00

Made in Rights and Lefts

Spalding Dollar Mitt

Patent Lace Back

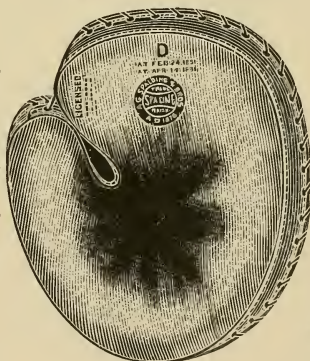
Men's size. Made throughout of good quality oil tanned leather; reinforced and laced at thumb; strap-and-buckle fastening at back.

No heel pad.

No. D.

Each, \$1.00

Made in Rights and Lefts



No. D

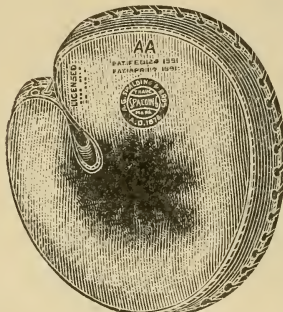
A. G. SPALDING & BROS.

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See inside cover page of this book.

Spalding Youth's Mitt

Patent Lace Back



No. AA

Made with good quality gray buck face and back, and oil tanned leather sides; reinforced and laced thumb.

No heel pad.

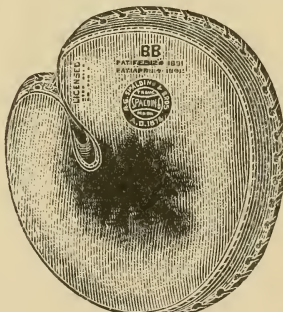
No. **AA.**

Each, **50c.**

Made in Rights and
Lefts

Spalding Junior Mitt

Patent Lace Back



No. BB

Most popular mitt made; face and back of special tanned buck; well padded; laced thumb.

No heel pad.

No. **BB.**

Each, **50c.**

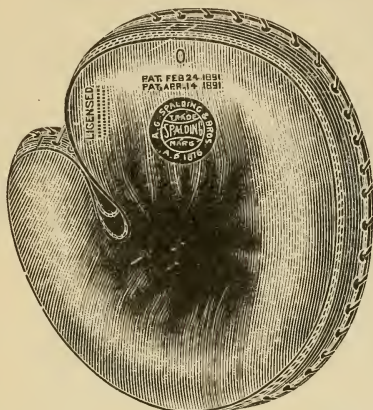
Made in Rights and
Lefts

A. G. SPALDING & BROS.

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SPALDING No. O MITT



No. O.

Face, sides and finger piece made of velvet tanned brown leather and the back of selected buck; well padded; no heel pad; strap-and-buckle fastening at back; reinforced and laced at thumb, and made with our patent laced back.

No. O.
Each, \$3.00

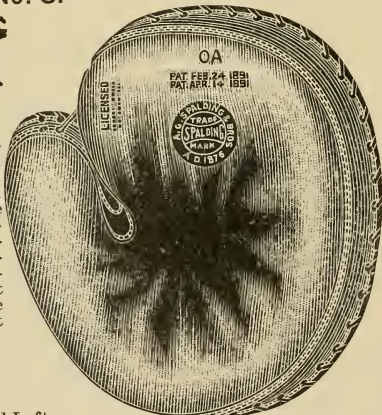
Made in Rights and Lefts

SPALDING No. OA MITT

Extra large and heavily padded; velvet tanned brown leather face and special tanned leather finger-piece and back; extremely well made; strap-and-buckle fastening at back; reinforced and laced at thumb, and made with our patent laced back.

No. OA.
Each, \$2.00

Made in Rights and Lefts



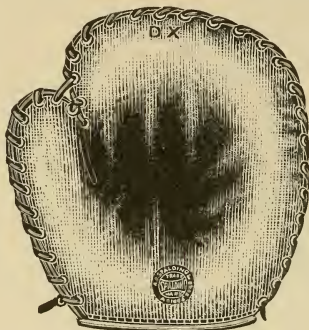
No. OA.

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No. DX First Basemen's Mitt



No. DX

Men's size; a good article at a moderate price; made of oak tan specially selected leather, laced all around; strap-and-buckle fastening at back; a very easy fitting mitt.

No. DX.
Each, \$1.50

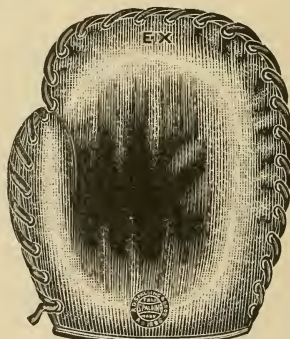
**Made in Rights
and Lefts**

No. EX First Basemen's Mitt

An excellent mitt for boys; made of good quality white leather, laced all around. Suitably padded and will give very good service.

No. EX.
Each, \$1.00

**Made in Rights
and Lefts**

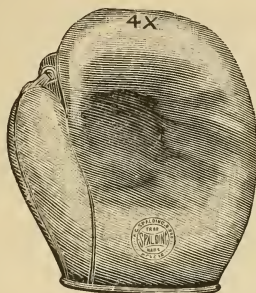


No. EX

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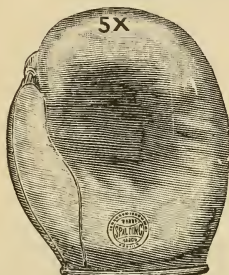
No. 4X

Spalding No. 4X Fielders' Mitt

Style much improved; made of specially tanned drab leather, well padded with fine felt, leather lined, and carefully sewed and finished; laced thumb, strap-and-buckle fastening at back,

No. 4X. Each, \$2.00

Made in Rights and Lefts.



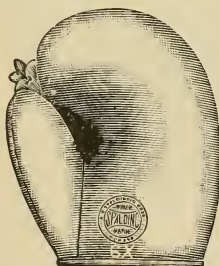
No. 5X

Spalding No. 5X Fielders' Mitt

An exceedingly good mitt at a popular price; the face made of white tanned buckskin, brown leather back; laced thumb; constructed throughout in a most substantial manner; strap-and-buckle fastening at back.

No. 5X. Each, \$1.00

Made in Rights and Lefts.



No. 6X

Spalding Boys' Fielders' Mitts

A substantial mitt for boys; made throughout of a good quality brown cape leather, well padded and laced thumb, and without doubt the best mitt of the kind ever sold at the price.

No. 6X. Each, 50c.

Made in Rights and Lefts.

Made of special tanned buck, well padded and substantially made; laced thumb.

No. 7X. Each, 25c.

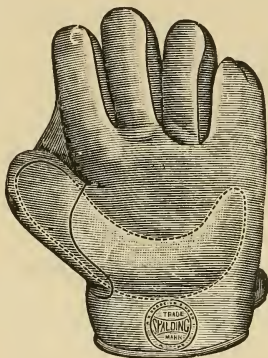
Made in Rights and Lefts.

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Spalding Regulation Infielders' Glove



No. 2X

This glove has retained its popularity for years, and to-day is acknowledged to be one of the most practical styles on the market. Made of selected velvet tanned buckskin, lined and correctly padded with finest felt. Highest quality workmanship throughout.

No. 2X.

Each, \$2.50

Made in Rights
and Lefts

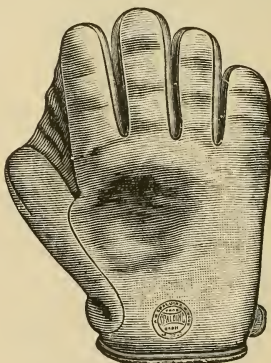
Spalding No. 2XS Infielders' Glove

A special glove with features that will appeal to the professional player. Made extra long, of selected velvet tanned buckskin, lined and lightly padded. Has no heel pad.

No. 2XS.

Each, \$2.50

Made in Rights
and Lefts



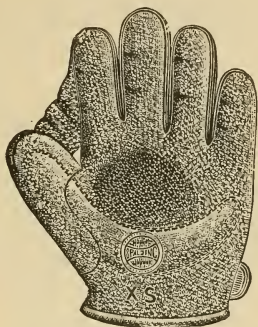
No. 2XS

Made with Web of leather between Thumb and First Finger.
This can be cut out very easily if not required.

A. G. SPALDING & BROS.

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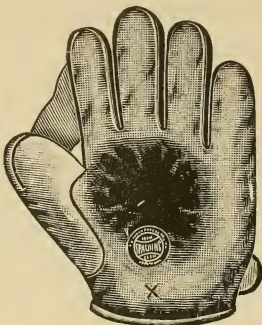
*Stores in all large cities.
See inside cover page of this book.*



No. XS

Men's size glove. Made of good quality oil tanned leather, well finished and exceedingly durable.

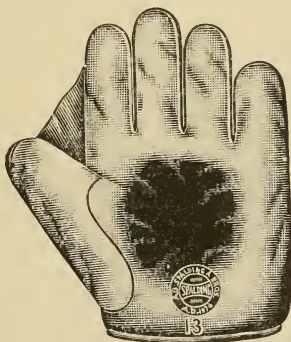
No. XS.
Each, **\$2.00.**



No. X

A good all-around glove, improved style. Made of good quality white tanned horsehide, well padded and leather lined.

No. X.
Each, **\$1.50**



No. 13

A popular price professional style full size glove. Made of good quality asbestos buck, padded correctly.

No. 13.
Each, **\$1.00**

Made in Rights and Lefts

Made with Web of leather between Thumb and First Finger.
This can be cut out very easily if not required.

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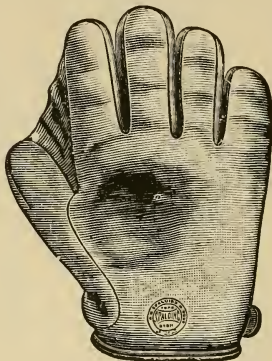
Stores in all large cities.
See inside cover page of this book.

Spalding No. AX Infielders' Glove

Made throughout of specially tanned calfskin. Padded with best quality felt; has no heel pad, and is made extra long to protect wrist. Highest quality workmanship throughout.

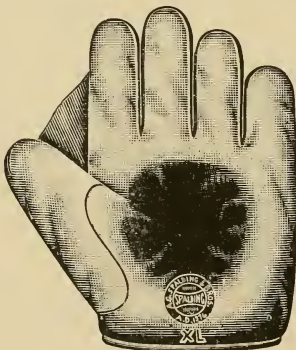
No. AX.
Each, \$2.50

Made in Rights
and Lefts



No. AX

Spalding No. XL Infielders' Glove



No. XL

Made in style similar to our No. PX professional glove, but of white tanned horsehide. Has no heel pad and is made extra long.

No. XL.
Each, \$1.50

Made in Rights
and Lefts

Made with Web of leather between Thumb and First Finger.
This can be cut out very easily if not required.

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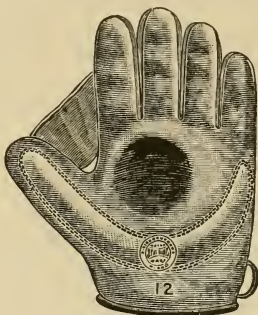
Stores in all large cities.
See inside cover page of this book.

Made with Web of leather between Thumb and First Finger. This can be cut out very easily if not required.

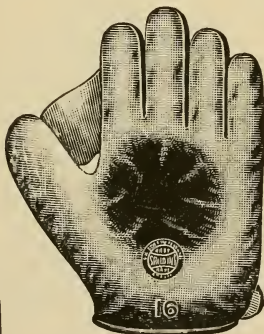
Spalding Men's Size Infielders' Gloves

Made in professional style; of good quality soft suede tanned white leather; nicely padded. No heel pad. *Made in Rights and Lefts.*

No. 12. Each, 75c.



No. 12



No. 16

A good glove; full size; improved style. Fine quality soft tanned white leather; nicely padded. No heel pad. *Made in Rights and Lefts.*

No. 16.
Each, 50c.

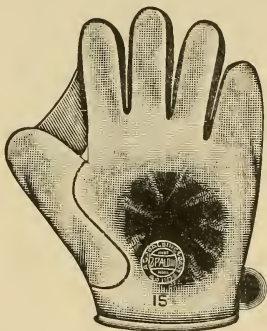
A. G. SPALDING & BROS.

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Stores in all large cities.
See inside cover page of this book.

Made with Web of leather between Thumb and First Finger. This can be cut out very easily if not required.

Spalding Men's Size Infielders' Gloves



No. 15

Made in professional style, with no heel pad and extra heavily padded around edges and well up into the little finger. Material same as in No. 15. *Made in Rights and Lefts.*

No. 15 L. Each, \$1.50

A well made glove; improved style. Made of extra fine quality brown leather; well padded. No heel pad. *Made in Rights and Lefts.*

No. 15.

Each, \$1.00



No. 15 L

A. G. SPALDING & BROS.

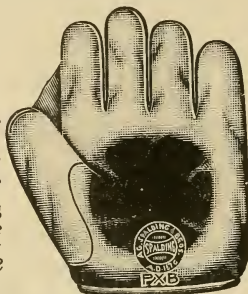
*Send for Complete Catalogue of
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Made with Web of leather between Thumb and First Finger. This can be cut out very easily if not required.

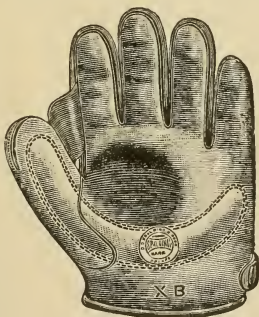
SPALDING YOUTHS' SIZE INFIELDERS' GLOVES

Our best youths' glove, professional style; made throughout of selected velvet tanned buckskin. Quality of material, workmanship and style same as our No. PX best men's glove; an article of particular merit. *Made in Rights and Lefts.*



No. **PXB.** Each, **\$2.00**

No. **PXB**



No. **XB**

A good youths' size glove. Made of fine quality white tanned horsehide. Similar in material, workmanship and style to our No. X men's glove, but with double stitched heel pad. *Made in Rights and Lefts.*

No. **XB.**

Each, **\$1.00**

A. G. SPALDING & BROS.

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Spalding Regulation League Mask

Made of heavy soft annealed steel wire. Well finished and reliable in every particular.

No. **OX.**

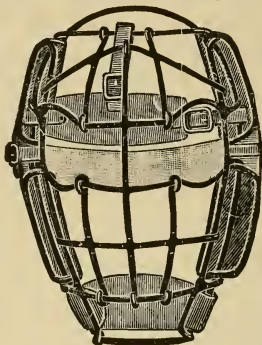
Black Enameled.

Each, **\$2.00**

No. **O.**

Bright Wire.

Each, **\$1.50**

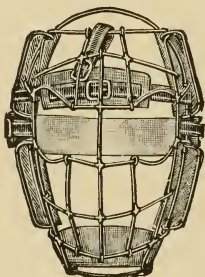


No. O

Spalding Amateur Mask

Same size and general style as the League mask. Substantially made and warranted perfectly safe. Black enameled.

No. **A.** . . . Each, **\$1.00**



No. B

Spalding Boys' Amateur Mask

Exactly same quality as our No. A mask, only smaller in size. An absolutely safe mask for boys. Black enameled.

No. **B.**

Each, **\$1.00**

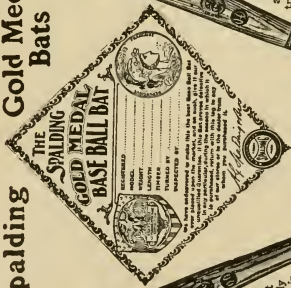
A. C. SPALDING & BROS.

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Spalding Gold Medal Bats

The popularity attained by the Spalding Gold Medal Bats simply illustrates the fact that in bat making more than mere manufacturing skill is necessary. The man who should make a bat should be a craftsman, and is required, not merely in a general way, but in a special sense, and when he is shaping the timber there must be within him the knowledge and skill required to shape it so that the balance will be perfect and the bulk left in the correct place. This is something that comes only through experience, and we claim that a bat-making career extending over thirty years, with unequalled facilities at our command, should be considered when players decide whose bats they will use.



No. G.M. Plain Bat, white wax finish. . . Each, \$1.00
 No. G.M.T. Taped Bat, white wax finish. . . " 1.00
 No. G.M.P. "Professional" Bat, special dark finish. . . " 1.00
 No. G.M.B. Boys' Plain Bat, white wax finish. . . " .50

Every one of these bats will be found perfect in balance and quality of timber, all of them being made of most carefully selected best white ash, seasoned in open sheds for three years (not kiln dried), and in placing our trade-mark and mark of superiority upon them we do so with perfect confidence that they will sustain the reputation of A.G. Spalding & Bros. for furnishing goods of satisfactory quality. Each bat is passed under the critical eye of one of the best known old-time base ball players and carefully tested as to balance, shape, quality of timber, weight, finish, etc., before being packed. Be sure that the guarantee tag is attached to each bat when you purchase.

Spalding Mushroom Bat

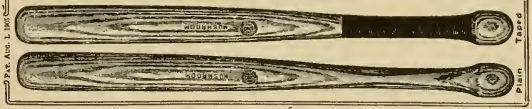
PAT. AUG. 1, 1894

IN this bat a principle has been utilized which makes it many times more effective than the ordinary style under certain conditions, and as an all-around bat we have received many letters from prominent professional players testifying to their appreciation of the good points in its construction. They say: "Both balance and model are perfect," and we know that both these points of construction have been brought as near to perfection as it is possible for human ingenuity to go.

THE knob arrangement at the end of the bat enables us to get a more even distribution of weight over the whole length than is possible under the old construction, and for certain kinds of play the bat is practically invaluable. It is this feature which appeals to the up-to-date player, and even with nothing else to recommend it, the bat would be an acquisition for any player anxious to make a good record. Only the very best quality of air-dried timber has been used and every one is carefully tested by an expert before leaving our factory.

WE recommend it heartily to our customers, feeling certain that they will find in the combination of good qualities which it possesses something which they have sought for in vain elsewhere—a perfect bat.

No. M. Mushroom Plain Bat, Special Finish. Each, \$1.00
 No. MT. Mushroom Taped Bat, Taped Handle. " 1.00



What Leading Players Say of the Spalding Mushroom Bat

The Spalding Mushroom Bat receives my hearty endorsement. My experience as a ball player enables me to thoroughly appreciate its good qualities.

CHAS. A. COMSKIE,
*President Chicago American League Club,
 Champions of the World.*

In all our experience as base ball players we have not found a bat more satisfactory than the Spalding Mushroom Bat.

F. L. CHANCE JAMES F. SLAGLE
 JOHN EVERS J. KLING
 JOE TINKER National League Club
Champions of the National League, 1896.

For a long time I have been trying to find a bat that would balance when choking. Not until I used the Spalding Mushroom Bat have I found a bat that was up to my idea. This bat is used exclusively by the New York players.

JOHN J. MCGRAW,
Manager New York Base Ball Club.

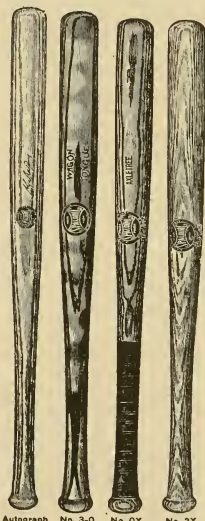
I have played professional base ball for the last fifteen years and have tried all kinds of bats, but no bat has given me such good service as the Spalding Mushroom Bat. Quality and balance are perfect.

WM. GLASSON,
Philadelphia National League Club.

Spalding Trade-Mark Bats

quality from time to time, and the assortment as now made up comprises absolutely the most up-to-date and thoroughly trustworthy styles that can be produced. The timber used in their construction is seasoned

Since 1877, when we introduced the Spalding line of Trade-Marked Bats, they have been recognized as standard by players to whom quality is a consideration. Wherever possible, we have improved both style and quality from time to time, and the assortment as now made up comprises absolutely the most up-to-date and thoroughly trustworthy styles that can be produced. The timber used in their construction is seasoned from two to three years before using, thus ensuring not only a lighter and stronger bat, but also retaining the life quality and driving power of the natural wood.



Autograph No. 3-0 No. 0X No. 2X

SPALDING MEN'S BATS



Autograph Bat. Superior quality. Fine polish finish. . . Each, **75c.**

No. 3-0. Spalding Wagon Tongue Ash Bat, League quality, special finish, spotted burning. Each, **50c.**

No. 0X. Spalding "Axle-tree" Bat, finest straight grained ash; tape wound handle. . . Each, **35c.**

No. 2X. Spalding Men's bat, extra quality ash. . . Each, **25c.**



No. 3X No. 2XB

SPALDING BOYS' BATS

No. 3X. Spalding Junior League Bat, extra quality ash, spotted burning. Each, **25c.**

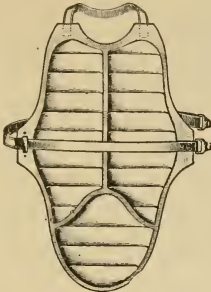
No. 2XB. Spalding Boys' Bat, selected quality ash, polished and varnished; antique finish. Each, **10c.**

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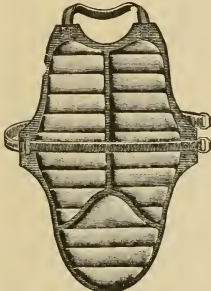
Spalding Inflated Body Protectors



No. 3-0

Made of best rubber, inflated with air. When not in use can be rolled into a very small package after air is let out.

No. 3-0. Full protection; large size. Covering of special imported material, and in every particular the best protector made. Each, **\$8.00**



No. 2-0

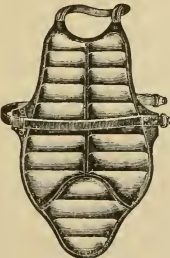
No. 2-0. Full protection; large size. Best grade covering and a very durable protector. **\$6.00**

No. 0. League Catchers' Protector. Same in every particular as we have been supplying for years to most of the prominent League catchers. Each, **\$5.00**

No. 1. Amateur Catchers' Protector. Quality and design same as we have been furnishing for years past; full size. Each, **\$4.00**

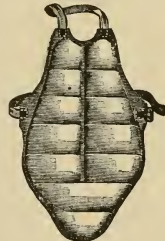
No. M. Interscholastic Catchers' Protector; full size and very well made. . . . Each, **\$3.00**

No. 2. Youths' Catchers' Protector; well made and good size. Each, **\$2.50**



Nos. 0, 1 and M

WE were the first to introduce an inflated body protector, made under the Gray patent, and the method used then has been retained in the improved style, with the addition of a special break at the bottom, which makes it more pliable and convenient.



No. 2

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No Extra Charge for lettering shirts with name of club nor for detachable sleeves.

The **Spalding Junior Uniform No. 5**

This uniform is made expressly for clubs composed of boys and youths and will stand the hardest kind of wear.

COLORS
Maroon, Green
Blue Gray, Brown Mix

SPALDING JUNIOR
Uniform No. 5.
Complete, \$4.00

Net price to clubs ordering Nine or more Uniforms.
*Per suit, **\$3.00***

Spalding Junior Shirt, any style
Spalding Junior Pants, padded.
Spalding Junior Cap, styles 21 and 5 only.

Spalding Junior Belt.
Spalding Junior Stockings.

No. 4RS Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

commend that this be made up solid color in suits, still it makes a beautiful combination as trimming on white flannel, and we are making these uniforms now in that way in our
Nos. 0, 1 and 2 qualities only.

No Larger Sizes than 30-inch waist and 34-inch chest furnished in this uniform.

The **Spalding Youths' Uniform No. 6**

Very well made of good quality Gray material.

SPALDING YOUTHS'
Uniform No. 6.
Complete, **\$1.00**

Spalding Youths' Shirt, button front, with one felt letter only.

Spalding Youths' Pants, padded
Spalding Youths' Cap, style 21.
Spalding Youths' Belt.
Spalding Youths' Stockings.

No. 4RS Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

WE have on hand a special flannel, **Royal Purple**, dyed particularly for teams connected with the **Order of Elks**. While we do not rec-

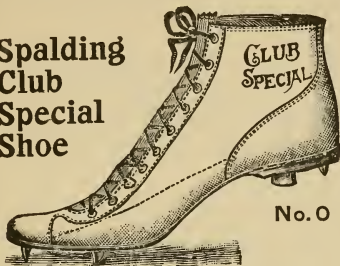


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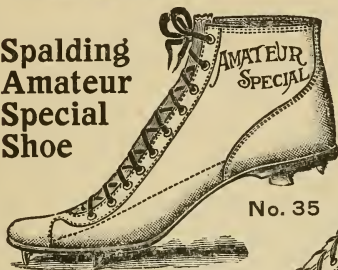


No. 0

No. 0. Made of carefully selected satin calfskin, machine sewed, very substantially constructed, and a first-class shoe in every particular. Steel plates riveted to heel and sole,

Per pair, **\$5.00**

Spalding Amateur Special Shoe

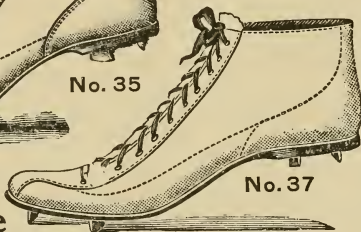


No. 35

No. 35. Made of good quality calfskin, machine sewed; a serviceable and durable shoe, and one we can specially recommend. Plates riveted to heel and sole.

Per pair, **\$4.00**

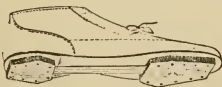
Spalding Junior Shoe



No. 37

No. 37. A leather shoe, complete with plates. Made on regular base ball shoe last and an excellent shoe for junior teams.

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Hatfield Base Ball Shoe Plate Protector

(Patented)

No. K. A great thing for base ball players who cannot conveniently change their shoes at the grounds. The protectors are put on in a moment and will not come loose. No trouble about damaging hotel floors when these protectors are worn, as they are made of sole leather. Special elastic centre, adjusting to any size shoe.

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Who are A. G. Spalding & Bros.?

Albert G. and J. Walter Spalding commenced business March 1st, 1876, at Chicago, under the firm name A. G. Spalding & Bro., with a capital of \$800. Two years later their brother-in-law, William T. Brown, came into the business, and the firm name was then changed to A. G. Spalding & Bros.

The business was founded on the Athletic reputation of Mr. A. G. Spalding, who acquired a national prominence in the realm of Sport, as Captain and Pitcher of the Forest City's of Rockford, Ill. (1865-70), the original Boston Base Ball Club (Champions of the United States, 1871-75), and the Chicago Ball Club (1876-77), first Champions of the National League. He was also one of the original organizers, and for many years a director, of the National League of America, the premier Base Ball organization of the world. Mr. Spalding has taken an important part in Base Ball affairs ever since it became the National Game of the United States at the close of the Civil War in 1865. The returning veterans of that War, who had played the game as a camp diversion, disseminated this new American field sport throughout the country, and thus gave it its national character.

Base Ball Goods were the only articles of merchandise carried the first year, the total sales amounting to \$11,000. Gradually implements and accessories of Athletic Sports were added, until the firm now manufacture the requisites for all kinds of Athletic Sports. Originally the firm contracted for their supplies from outside manufacturers, but finding it impossible, by this method, to keep the standard of quality up to their high ideals, they gradually commenced the manufacture of their own goods, and by the acquisition from time to time of various established factories located in different parts of the country, are now able to, and do manufacture in their own factories everything bearing the Spalding Trade-Mark, which stands the world over as a guarantee of the highest quality.

There are over three thousand persons employed in various capacities in A. G. Spalding & Bros.' factories and stores located in all the leading cities of the United States, Canada and England. A capital of over \$4,000,000 is employed in carrying on this business, and the annual sales exceed the total combined annual sales of all other manufacturers in the world making a similar line of goods.

A. G. Spalding & Bros. have always taken a leading part in the introduction, encouragement and support of all new Sports and Games, and the prominence attained by Athletic Sports in the United States is in a very great measure due to the energy, enterprise and liberality of this progressive concern. They were the pioneers, and in fact the founders, of the Athletic Goods Trade in America, and are now universally recognized as the undisputed Leaders in the Athletic Goods line throughout the world.

The late Marshall Field of Chicago, America's greatest Merchant, speaking of the business of A. G. Spalding & Bros., said: "I am familiar with its early career, growth and development, and when I compare its unpromising outlook and the special field for its operations that existed at its inception in 1876, with its present magnitude, I consider it one of the most remarkable mercantile successes of the world."

The millions of Athletes using them, and the thousands of Dealers selling them, attest to the High Quality of Spalding's Athletic Goods, and they must determine the future history of this concern.

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